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Command & Conquer:

Red Alert[™] Secrets & Solutions



The Unauthorized Edition

Joe Grant Bell

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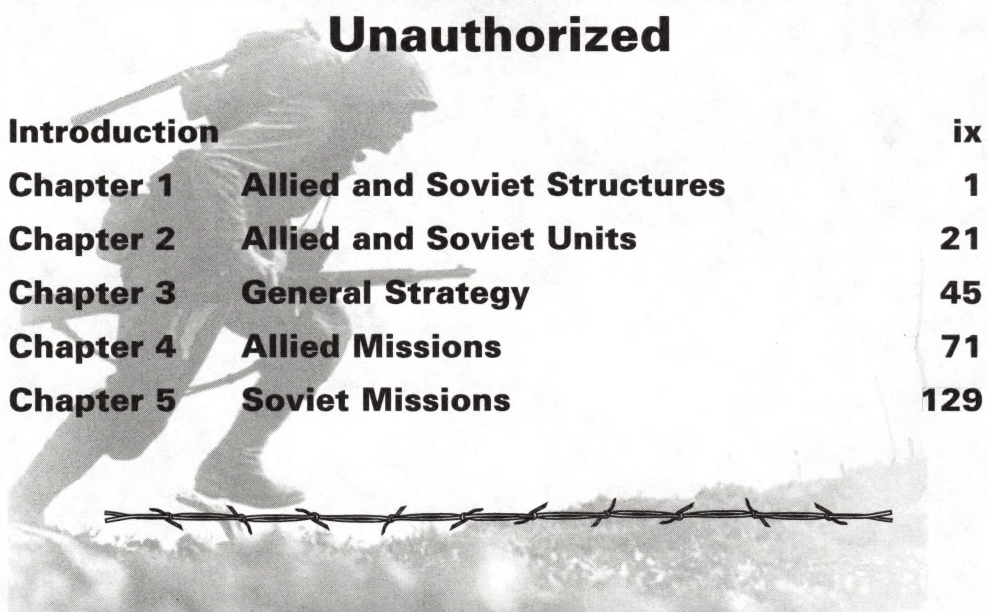
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Contents

Command & Conquer: Red Alert Secrets & Solutions— Unauthorized



Introduction		ix
Chapter 1	Allied and Soviet Structures	1
Chapter 2	Allied and Soviet Units	21
Chapter 3	General Strategy	45
Chapter 4	Allied Missions	71
Chapter 5	Soviet Missions	129

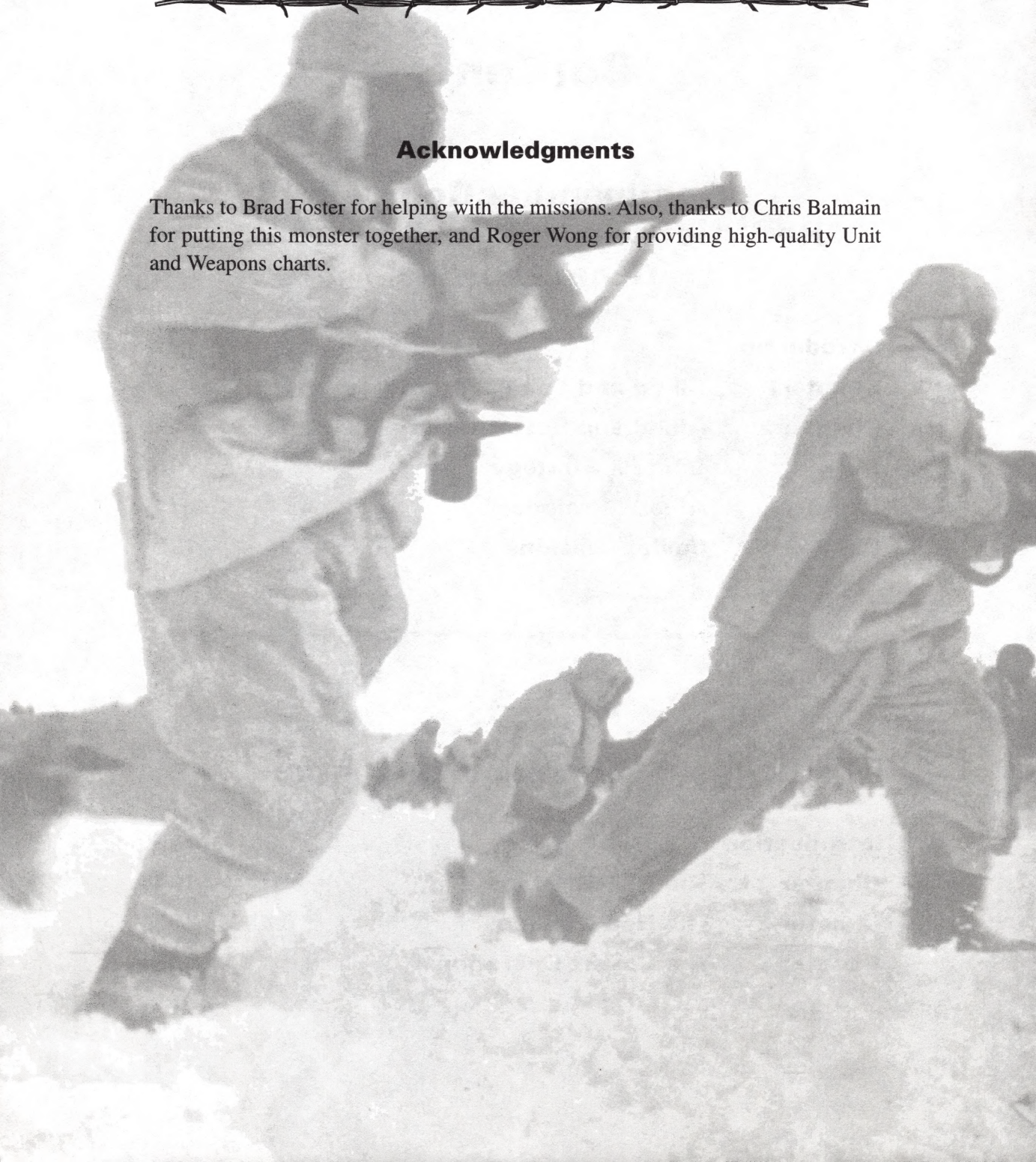
Part II— The Original Command & Conquer

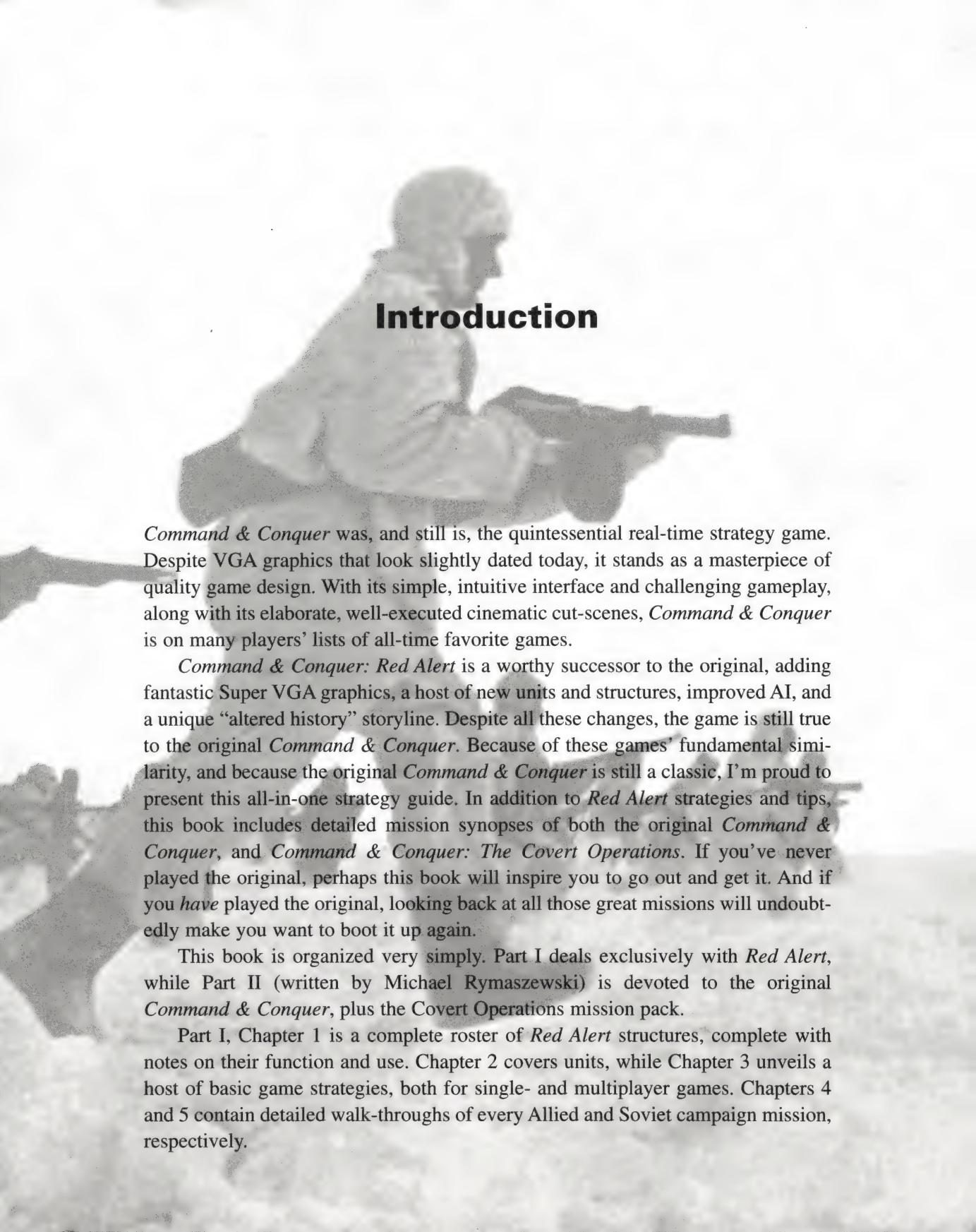
Introduction		179
Chapter 1	The GDI Missions	194
Chapter 2	The Nod Missions	253
Chapter 3	The Covert Operations	309



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Introduction

Command & Conquer was, and still is, the quintessential real-time strategy game. Despite VGA graphics that look slightly dated today, it stands as a masterpiece of quality game design. With its simple, intuitive interface and challenging gameplay, along with its elaborate, well-executed cinematic cut-scenes, *Command & Conquer* is on many players' lists of all-time favorite games.

Command & Conquer: Red Alert is a worthy successor to the original, adding fantastic Super VGA graphics, a host of new units and structures, improved AI, and a unique "altered history" storyline. Despite all these changes, the game is still true to the original *Command & Conquer*. Because of these games' fundamental similarity, and because the original *Command & Conquer* is still a classic, I'm proud to present this all-in-one strategy guide. In addition to *Red Alert* strategies and tips, this book includes detailed mission synopses of both the original *Command & Conquer*, and *Command & Conquer: The Covert Operations*. If you've never played the original, perhaps this book will inspire you to go out and get it. And if you *have* played the original, looking back at all those great missions will undoubtedly make you want to boot it up again.

This book is organized very simply. Part I deals exclusively with *Red Alert*, while Part II (written by Michael Rymaszewski) is devoted to the original *Command & Conquer*, plus the Covert Operations mission pack.

Part I, Chapter 1 is a complete roster of *Red Alert* structures, complete with notes on their function and use. Chapter 2 covers units, while Chapter 3 unveils a host of basic game strategies, both for single- and multiplayer games. Chapters 4 and 5 contain detailed walk-throughs of every Allied and Soviet campaign mission, respectively.



Part II is organized in an equally straightforward fashion. After a brief listing of classic *Command & Conquer* units and structures, you'll find chapters devoted to the GDI half of the campaign, then the NOD half, and finally, the Covert Operations.

I hope you enjoy reading this book as much as I enjoyed writing it. After spending a few hours with *Red Alert*, I think you'll agree that both *Red Alert* and the original *Command & Conquer* qualify as instant classics.

And now, without further ado, let's get on with the games!

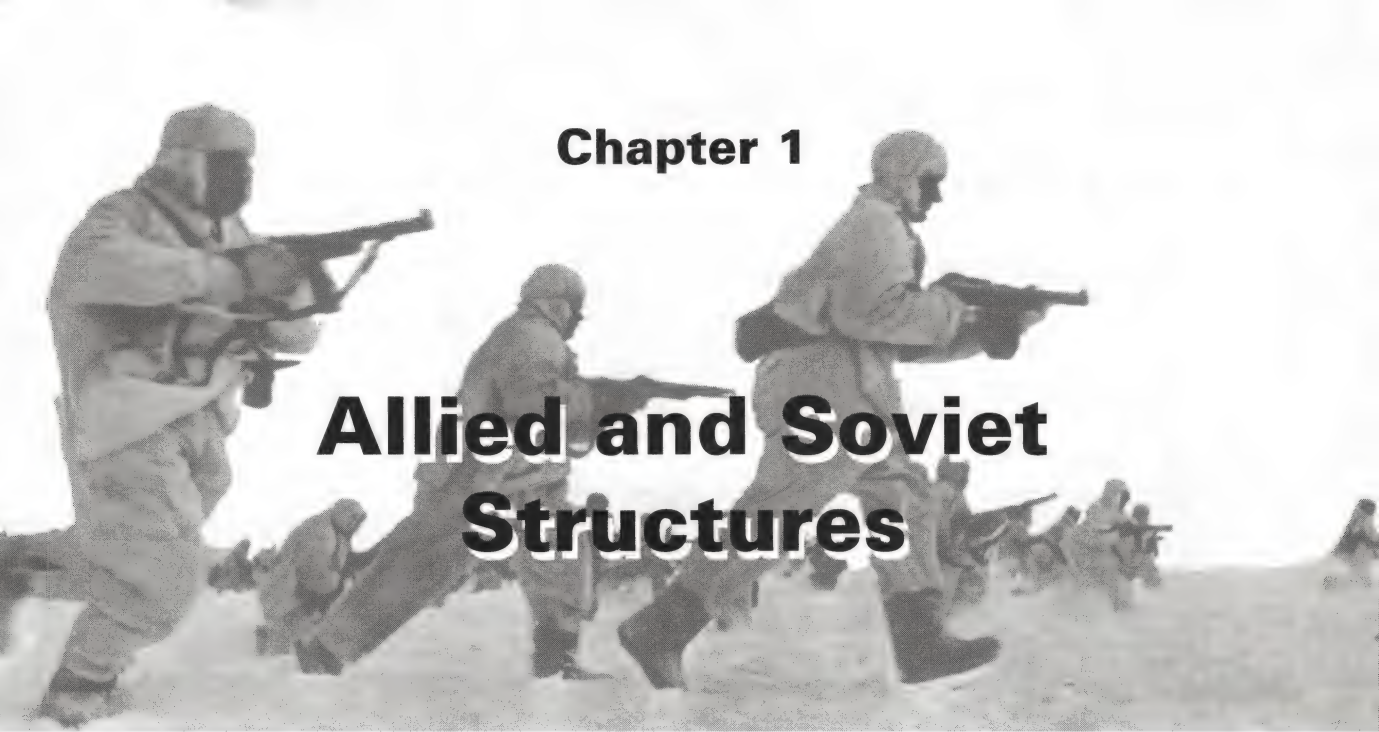




MAP LEGEND

	airstrip		Power Plant
	barbed wire		Radar Dome
	Barracks		Road
	bridge		AA Guns/SAM site
	Chronosphere		sand bags
	civilian structure		Sub Pen
	Construction Yard		Technology Center
	Flame Tower		Tesla Coil
	Gap Generator		Turret
	Iron Curtain		walls
	navy yard		water
	Ore Refinery		War Factory
	Ore Silo		base
	ore		mountains
	Pillbox		





Chapter 1

Allied and Soviet Structures

In this chapter I review the structures in *Command & Conquer: Red Alert*. I include basic information on cost, power requirements, armor levels, and function for every structure. You'll also find valuable notes explaining how each structure performs during actual gameplay, tips on placing it effectively, and suggestions for when to purchase it and when to avoid it.

As you play *Red Alert*, you'll discover that building the right structures at the right times and places is almost as important as having the right combat units. Many games have been won by virtue of an extra AA Gun or three, and many games have been lost when players wasted resources on the Chronosphere or Iron Curtain when they should have purchased more conventional forces (such as Tanks), instead.

Refer to Chapter 3 for information on where to build important structures, and which are fundamental.

Common Structures

First we'll look at structures both sides can build. These structures are central to the flow of the game, and most fall into the "must-have" category.

These common structures include crucial facilities like Ore Refineries and Power Plants that aren't particularly exciting, but are necessary for every Allied and Soviet base. The size of your base and the map you're playing on dictate how many of these structures you should build (again, see Chapter 3 for more on this subject).



Construction Yard

Cost: 2,500 (cannot construct in single player)

Power Usage: 0

Armor: Heavy

Prerequisites: —

The Construction Yard is the foundation of your base. Place it in an easily defensible location. Most single-player missions start you off with a single MCV (Mobile Construction Vehicle) that you can transform into a Construction Yard. In most cases, this is your only Construction Yard, and you can't build more. Therefore, if you lose the Construction Yard, you can't build new structures, and will most likely lose the mission.

In both single- and multiplayer games, attacking the enemy's Construction Yard is a deadly strategy. During single-player games, you can often defeat your computer opponent by destroying all its Construction Yards with aircraft, and then destroying its War Factories and Barracks. Once the Construction Yards are gone, the enemy can't replace the Barracks and War Factories! The computer player becomes utterly incapable of generating new land units, and vulnerable to attack from Tank groups and Artillery.

This tactic typically is harder to execute in multiplayer games, because human opponents understand the importance of the Construction Yard, and defend it well. Furthermore, multiplayer games allow the construction of new MCVs, so losing a Construction Yard isn't always a devastating blow.

Power Plant

Cost: 300

Power Usage: +100

Armor: Light

Prerequisites: Construction Yard

Power Plants are necessary for the smooth operation of your base. A decline in power can render your base's Radar Dome and Antiaircraft weapons (AA Guns and SAM Missile Sites) temporarily inoperative.

Power Plants are relatively fragile, and hence are a favorite target of air attacks. Just a few MIGs or Longbow Helicopters can easily destroy a Power Plant, thus



shutting down Radar Domes and antiaircraft weapons, and perhaps clearing the way for still more air attacks.

Tesla Coils, the Iron Curtain, the Chronosphere, and the Technology Center are also very power-dependent. Strikes on Power Plants are great ways to negate these structures; attacks on Power Plants often precede successful ground attacks on Soviet bases, just to cut the power supply to the Soviets' deadly Tesla Coils.

However, note that unless you aim to shut down a specific, power-driven aspect of the enemy's base (such as Tesla Coils), or you don't have much air power, you're usually better off attacking more vital targets such as Ore Refineries and Construction Yards. Power Plants are easy to destroy, but also quick and cheap to replace, so their loss usually is not devastating to the enemy.

Advanced Power Plant

Cost: 500

Power Usage: +200

Armor: Light

Prerequisites: Power Plant

Once your base has the option to build Advanced Power Plants, it's generally wise to build them exclusively. The only valid reasons for building small Power Plants instead of Advanced Power Plants are:

1. Your base can't build Advanced Power Plants yet.
2. You don't have space for the Advanced Power Plant's larger footprint.
3. You need extra power in a great hurry, and lack the extra funds or seconds required to build an Advanced Power Plant.

Advanced Power Plants are significantly more cost-effective than standard Power Plants.

Ore Refinery

Cost: 2,000

Power Usage: 30

Armor: Light

Prerequisites: Power Plant



The Ore Refinery is your main means of gaining credits. Thieves also can provide credits, but they'll never substitute for a good mining operation.

Ore Refineries, along with Power Plants, can be a weak spot in your base—or those of your opponents. If you lose all your Ore Refineries and you don't have the credits to build a new one, you're stuck. The only solution is to sell your other structures until you've generated 2,000 credits and then build a new Refinery as quickly as possible.

In many single-player missions, and most multiplayer skirmishes, it's to your advantage to build two or more Ore Refineries. Two are enough for most single-player missions, but three or four are sometimes appropriate on large multiplayer maps. Extra Refineries speed up your credit production, and render your base less vulnerable when the enemy manages to destroy one of your Refineries.

Multiple Ore Trucks can deliver ore to a single Refinery. However, having more than three or four trucks delivering to a single Refinery can make for frequent traffic jams. Usually, you're better off building a second Ore Refinery when you have several Ore Trucks in service.

Ore Silo

Cost: 150

Power Usage: 10

Armor: Light

Prerequisites: Ore Refinery

Ore Silos are necessary for storing ore. One Silo holds 1,500 units of ore (which are equal in value to credits). Therefore you'll need to build multiple Silos, in most missions.

It's often a good idea to build extra Silos early in the game, well before you need them. It's no fun to be interrupted during a tense battle with the repeated warning, "Silos needed."

If you're facing an Allied opponent, Silo placement becomes much more important. Tuck them away in a corner, where they're hard to get at. Fence them in with other structures to protect them from the depredations of Thieves. (Even the dim-witted computer opponent can make devastating Thief raids on your Silos!)



Barracks

Cost: 300

Power Usage: 20

Armor: Light

Prerequisites: Power Plant

Barracks train soldiers of all varieties. Armored units typically are more powerful than soldiers, but there are definitely times when lots of Grenadiers or Rifle Infantry can be an asset. You can get away with only one Barracks in most single-player missions, but two can be helpful in multiplayer skirmishes—and, hey, they won't cost you much. If nothing else, these extra Barracks can pump out defenders quickly when your base comes under attack.

War Factory

Cost: 2,000

Power Usage: 30

Armor: Light

Prerequisites: Ore Refinery

The War Factory produces land vehicles such as Tanks and Artillery. Extra War Factories cut down the time it takes to produce these units. A single War Factory is sufficient in some single-player missions, while two usually are optimal for the harder missions. Multiplayer skirmishes tend to be fast and brutal, however, and having three or more War Factories can be a real lifesaver.

The War Factory is another structure you must guard well. Although not as fundamental as Ore Refineries or Construction Yards, War Factories are your only source of armored land units. If you lose them all, you're quite helpless until you build new ones.

Again, a favorite tactic when fighting a computer opponent is to destroy its Construction Yards, and then go after its War Factories.



Service Depot

Cost: 1,200
Power Usage: 30
Armor: Light
Prerequisites: War Factory

A Service Depot can repair any vehicle at a fraction of the cost of purchasing a new one. Service Depots are a great tool if you get in the habit of using them regularly. Just building one isn't enough. The danger is that you'll build one and then forget about it when the battle gets rough, and never get any use out of it.

The Service Depot's biggest downside is the fact that you must guide individual damaged units inside it (they don't go automatically), leading to a degree of micromanaging many players dislike. For those with the patience to use it properly, however, the Service Depot is a great economizing tool, both in single- and multi-player games. It's very practical for healing and rehealing the Tanks defending your base, thus minimizing your losses to enemy raids.

The Service Depot is most valuable when it's repairing big units such as Longbow Helicopters, Mammoth Tanks, and Ore Trucks. These units are very expensive, and the ability to repair them cheaply can be a real lifesaver.

Radar Dome

Cost: 1,000
Power Usage: 40
Armor: Light
Prerequisites: Ore Refinery

The Radar Dome gives you an overview of the battlefield—or at least the parts already uncovered. The “map overview” effect of Radar Domes isn't truly essential in single-player missions where you're familiar with the map, but they are a prerequisite to building AA Guns and SAM Sites (not to mention Airfields and Helipads), and for this reason they're always on the “must-have” list. They're equally vital in multiplayer missions.



Helipad

Cost: 1,500

Power Usage: 10

Armor: Light

Prerequisites: Radar Dome

Both Allies and Soviets can build helicopter pads (Helipads). Helicopters, like planes, are most useful in large groups.

Helipad cost includes a single Apache Longbow or Hind Helicopter. Because these aircraft cost 1,200 credits apiece, and the Helipad *plus* helicopter cost only 300 credits more, it makes sense to build lots of Helipads. That way all your helicopters can reload at once.

The cash you save by *not* building Helipads isn't worth the delays having insufficient Helipads can cause.

Helipads require lots of room, and are quite fragile. This makes them easy targets for enemy attacks. However, if the enemy's attacking your Helipads, you can usually count your blessings: It's better they attack the Helipad than a vital Construction Yard or Ore Refinery.

Missile Silo

Cost: 2,500

Power Usage: 100

Armor: Heavy

Prerequisites: Technology Center

Missile Silos house Atomic Missiles. You're thinking these missiles must be king of the battlefield, right? Well, they *are* useful in multiplayer games, especially when you drop them on an enemy base right before staging a conventional attack. These missiles destroy weakly armored structures (like Power Plants) and severely damage other structures, as well as damaging Tanks and destroying infantry. This creates havoc, and clears the way for devastating land or air assaults. (Using Atomic Missiles without a follow-up air or ground attack is more of a nuisance than a crushing blow.)

Missile Silos aren't available to you in single-player missions. Sorry!



Missile Silos aren't nearly as high-concept as the Chronosphere or Gap Generator, but you still should hold off building them until you have a strong conventional army. Their missiles are damaging, but they're no substitute for a good Tank army, which can not only damage an enemy base, but stick around and finish it off.

Sandbags/Barbed-Wire Barrier

Cost: 25 per unit

Power Usage: —

Armor: Light

Prerequisites: Construction Yard

Sandbags and Barbed Wire are functionally the same though Barbed Wire is twice as strong: They keep out most infantry, but can be destroyed by Rocket Soldiers, and shot or crushed by tracked or heavy vehicles such as Tanks and Ore Trucks.

Their value depends on your opposition. If you're in a multiplayer game and your opponents like to use lots of stealthy tricks, such as using Thieves to steal your credits or having Engineers steal your buildings, then these barriers might be of use. Other opponents will simply roll in and crush you as you build your walls.

Computer opponents tend to shoot just enough of a hole in a Sandbag or Barbed-Wire barrier to get through to your base. If you allow them to cut such a hole, and then fortify that hole with Turrets or Flame Towers, you can funnel computer-controlled units into specific areas and can kill them with ease.

Passive defenses such as Sandbags and Barbed Wire can't keep out enemy forces completely. The best you can do is force them to approach your base from a few specific places, rather than from a wide-open field. Intelligent human players are (understandably) less likely than computer opponents to passively accept such barriers. Instead, they tend to blast new holes and enter your base at a weak spot, instead of waltzing in through the well-defended aperture you constructed.

Sandbags and Barbed Wire are a great way to guard your Silos against surprise Thief attacks.



Concrete Wall

Cost: 100 per unit

Power Usage: —

Armor: Heavy

Prerequisites: Construction Yard

Enemy Tanks can't crush a Concrete Wall: They must blast it down. It's most useful for funneling computer-controlled units into predefined kill zones. Just leave a hole in the wall where you want the bad guys to get through, and surround the area with Turrets, Pillboxes, or Flame Towers.

Human opponents tend to have less trouble blasting your Walls. However, if you defend your base with an adequate force, Walls can really work to your advantage. Your opponents can't take the time to blast your Walls when your Tanks and Artillery are pelting them.

Concrete Walls block vehicle fire except for lobbed projectiles, like those of artillery units. This is the main reason building a solid Concrete Wall and hiding your forces behind it just doesn't work: When the enemy gets in firing range, your units must blast down their own Wall to shoot. Also, some units (such as the Soviets' V2 Rocket Launcher) can shoot down Concrete Walls from great distances, forcing you either to charge out and fight in the open field or to allow the Walls to fall.

Concrete Walls are most feasible when natural defenses, such as ridges, already surround your base. In that case, you can use Walls to patch up the few remaining places where your defenses are weak.

Allied Structures

This section examines all structures unique to the Allied side.

The Allies emphasize stealth, trickery, and intelligence, and both their units and structures reflect this emphasis. Allied Technology Centers send up world-viewing Satellites for extra combat intelligence. Their Gap Generators facilitate stealth tactics by hiding a base from the enemy. The Chronosphere opens the door for clever ambushes and distractions.

Allied structures also reflect the Allies' lack of emphasis on air power, and their dominance at sea. They possess no equal to the Soviets' versatile Airfield, but their Naval Yards can produce a greater variety of units than the Soviets' limited Sub Pens.



Naval Yard

Cost: 650

Power Usage: 30

Armor: Light

Prerequisites: Power Plant

The Allies' navy is one of their few legitimate strengths. The Soviets can build Submarines (that effectively counter Allied naval units but serve no other purpose), and seafaring Transports (LSTs), which have no armament. The Allies' Naval Yards produce Transports, as well, but also generate Gunboats, Destroyers, and Cruisers, which can all attack some combination of land, sea, and airborne units.

Having additional Naval Yards speeds ship production. Naval Yards are a great idea on maps with lots of water, and sometimes even on maps with very little water. Destroyers and Cruisers can be useful for base defense, even though they're stuck in the water: The enemy can't ignore their great firepower and remarkable range.

Sail a ship into your Naval Yard to have it repaired. This works best when you're using Destroyers and Cruisers for base defense; let them shoot up the bad guys, and then send them right into the nearby Naval Yard for immediate repairs.

Sometimes, especially during single-player games, you must build a Naval Yard but enemy Submarines keep blowing it up before you have a chance to build any naval units. Just keep repairing the existing Naval Yard, and start building another simultaneously. Eventually one of them will survive long enough to build a few Patrol Boats or Destroyers to clear out the Subs.

Computer opponents prefer to target Naval Yards with their air strikes.

Pillbox

Cost: 400

Power Usage: 15

Armor: Medium

Prerequisites: Barracks

Pillboxes are great anti-infantry structures. They can cover a fairly large area, and have little to fear from enemy soldiers. They don't do much damage to armor units, however. It's often a good idea to nestle a single Pillbox between a pair of Turrets, creating a formidable defense against all forms of land-based assault.



Camouflaged Pillbox

Cost: 600

Power Usage: 15

Armor: Heavy

Prerequisites: Barracks

In multiplayer games, always use Camouflaged Pillboxes instead of their standard cousins. They're extremely hard to see, and will wreak havoc on enemy infantry, especially when coupled with Gap Generators.

In single-player games, however, you'll find that regular Pillboxes are almost as good. Regular Pillboxes are strong enough to withstand a moderate amount of abuse; more importantly, the computer player tends to blunder into your Pillboxes whether they're camouflaged or not. Furthermore, the computer opponent often doesn't target Pillboxes as actively as it could.

Camouflaged Pillboxes have slightly better armor than normal ones, though, so in single-player missions where you face heavy base assaults, Camouflaged Pillboxes are often the better choice.

Turret

Cost: 600

Power Usage: 40

Armor: heavy

Prerequisites: Barracks

Turrets are great antiarmor defenses. They're not so great at shooting enemy infantry, and they're susceptible to Soviet V2 Rocket Launchers that sit just outside their maximum range. They're very good at defending your base against Tank attacks, however. Several Turrets in a cluster is a formidable Tank defense, indeed!

Prepare to install extra power facilities when you add Turrets to your base. Their power requirements are high.



AA (AntiAircraft) Gun

Cost: 600

Power Usage: 50

Armor: Heavy

Prerequisites: Radar Dome

Rocket Soldiers can shoot down enemy aircraft, but they're extremely fragile, and two of them cost the same as a single AA Gun. In other words, you pay a high price for Rocket Soldier mobility.

AA Guns, on the other hand, are immobile and have a limited firing radius, but they absolutely shred any aircraft foolish enough to get close. This makes AA Guns the best way to defend your base from airborne attacks. You should construct multiple Guns in one place for a brutal anti-aircraft defense.

When facing the computer, three AA Guns usually will cover your entire base. The computer tends to attack the same general areas with its aircraft, so once you discover those areas and place AA Guns there, your base should be relatively safe.

Technology Center

Cost: 1,500

Power Usage: 200

Armor: Light

Prerequisites: War Factory and Radar Dome

Although both Soviets and Allies can build a Technology Center, I list them separately because their functions differ significantly.

A Technology center costs a lot, requires tons of power, and is vulnerable to air strikes, but the Technology Center rates a "must-have" for Allied players. In both single- and multiplayer missions, the Allied Technology Center's Satellite is invaluable for surveying the battlefield. Furthermore, you can construct several useful structures (such as Gap Generators and the Chronosphere) and units (such as Tanya and Thieves) only when you have a Technology Center in place.

The Technology Center's Satellite view is especially good for plotting helicopter flight paths. A clear view of all enemy air defenses makes it easy to plan devastating air strikes.



Soviet Technology Centers don't launch Satellites. They're only useful because they allow them to produce advanced units and structures.

Gap Generator

Cost: 500

Power Usage: 60

Armor: Light

Prerequisites: Technology Center

The Gap Generator is pretty useless in single-player missions, where the computer opponent tends to attack you regardless of how well you hide your base. It can make your base much more formidable in multiplayer games, however, disguising the area from enemy surveillance and concealing both your strengths and your weaknesses.

Of course, that's not to say that Gap Generators provide an overwhelming advantage in all cases. If you don't use them in conjunction with covert tactics they're merely a nuisance to a skillful opponent.

If you use them correctly, however, Gap Generators can give you an extra edge. If you're going to use Gap Generators in your multiplayer skirmishes, take maximum advantage of their effects! Build up surprise ambushes of Turrets and Camouflaged Pillboxes, and rearrange your troops continually beneath the Generator Shroud. Construct a bunch of fake structures just to confuse your opponents. If you don't capitalize on your secrecy, you might as well do everything out in the open.

Chronosphere

Cost: 2,800

Power Usage: 200

Armor: Light

Prerequisites: Technology Center

The Chronosphere allows you to teleport a single vehicle elsewhere for a given period of time. You can't teleport units-within-units: Teleporting an APC filled with Engineers, for example, just kills your Engineers. Furthermore, you can't teleport units onto terrain they wouldn't otherwise be able to reach. (That's a shame; I'd looked forward to teleporting a Cruiser onto dry land.)



Frequent use of the Chronosphere may cause a deadly Vortex to appear. This Vortex is like a sentient whirlwind that hunts and destroys units and structures. It disappears when it has eaten five units of any type; therefore, actively “feeding” it infantry is a common recourse.

The Chronosphere isn’t very useful in the single-player campaign. It appears only in the final Allied mission, where the terrain and the Soviet base’s strong defenses render the Chronosphere’s ability to teleport a single unit rather useless.

In multiplayer games, however, the Chronosphere can be useful for sneak raids and distractions. Furthermore, Cruisers are so powerful that teleporting just one close to an enemy base can wreak real havoc.

Just remember that the Chronosphere, for all its uniqueness, can’t substitute for a strong conventional army. Build one only when you’ve built up a strong defense force, and have lots of credits to burn. Otherwise, concentrate on mundane (but practical) units such as Medium Tanks.

Fake Structures

Cost: 50

Power Usage: 2

Armor: None

Prerequisites: Original Structure

Fake Structures can only be built in multiplayer games. If you build these Fake Structures without also carrying out an overall plan of secrecy and deception, you’re probably wasting your credits. However, use them in conjunction with Gap Generators and emplaced defenses, such as AA Guns and Turrets, and you’ll force the enemy to stumble around in the dark, attacking useless targets and sustaining heavy damage.

As with all “deception” plans, using Fake Structures works best when you already have a strong defense force. With insufficient Tanks and credits, you’ll end up building useless structures when you could have been building valuable Tanks and defenses, instead.

Soviet Structures

This section covers all structures unique to the Soviets.

The Soviets’ strengths are air power and outright force, and their structures reflect this emphasis. Their Airfields produce powerful Yak and MIG fighters, as



well as useful Paratroopers and Parabombs. The Iron Curtain, the Soviets' most advanced and costliest structure, renders a single unit invulnerable for a short while, and boosts the Soviets' raw combat power nicely.

Kennel

Cost: 200
Power Usage: 10
Armor: Light
Prerequisites: Barracks

Kennels create Attack Dogs, excellent (if highly specialized) anti-infantry units that cost more than Rifle Infantry and Grenadiers. Still, Kennels are cheap and quick to produce, so it usually doesn't hurt to add one to your base.

Kennels are especially nice to have in multiplayer games, where you'll need Dogs to counter Allied Spies.

Sub Pen

Cost: 650
Power Usage: 30
Armor: Light
Prerequisites: Power Plant

Sub Pens construct the Soviets' two sea units—Transports and Submarines.

While the Allies can often benefit from constructing Naval Yards in small bodies of water and using their naval units for base and ore field defense, the Soviets should build Sub Pens only when they absolutely must construct Transports (LSTs), or to counter Allied sea power on maps with water in key areas.

The Soviet player typically doesn't have access to Transport Helicopters in single-player campaign missions, and often must build Sub Pens just to cross large bodies of water. In multiplayer missions, the Soviets sometimes can succeed by staying well away from the water (assuming the map isn't so covered with water that this is impossible). If there *is* sufficient water on the map, Sub Pens are, unfortunately, necessary: Allied Cruisers have such a long range that you must destroy them at all costs, and this usually means building Submarines.



Airfield

Cost: 600

Power Usage: 30

Armor: Heavy

Prerequisites: Radar Dome

Airfields provide access to Yak and MIG fighter planes, as well as a wide range of free benefits: Paratroops, Parachute Bombs, and Spy Planes which all become available (subject to single-player mission constraints) once you build an Airfield. This makes it useful for the Soviets to build at least one, even in missions where they don't plan to build large groups of fighters.

Never try to build lots of Airfields before developing strong base defenses. Air power is very specialized: Aircraft are great at taking out individual structures or units, but they can't mount the kind of sustained attack Tanks can. This means Tanks must always come first, however much you'd prefer to build up your air force.

Technology Center

Cost: 1,500

Power Usage: 100

Armor: Light

Prerequisites: War Factory & Radar Dome

A Technology Center allows the Soviets to construct a wide range of advanced units and structures, such as Mammoth Tanks, Flame Infantry, and the Iron Curtain.

However, Soviet Technology Centers *don't* come with the free Satellite that Allied Technology Centers include. This makes them less an asset (and more a nuisance) than their Allied counterparts. You might not *want* to build them, but if you need those advanced units and structures, you'll *have* to.

Flame Tower

Cost: 600

Power Usage: 20

Armor: Heavy

Prerequisites: Barracks



Flame Towers are the Soviets' anti-infantry weapon, much as the Pillbox is the Allied response to infantry. Flame Towers are slightly messier than Pillboxes, in that they can roast friendly units if you aren't careful. However, they're also more powerful, roasting several infantry at once with their powerful area effects, and dealing respectable (if not great) damage to vehicles.

Like Turrets and Pillboxes, Flame Towers are best placed at the gates of your base.

Tesla Coil

Cost: 1,500

Power Usage: 20

Armor: Light

Prerequisites: War Factory

The Tesla Coil is the ultimate base-defense structure. It's fragile and requires lots of power, but its huge range and ability to fry both infantry and armored units makes it an absolute bear to contend with. Because of its huge range, you needn't expose it to abuse by putting it right at the edge of your base. Tuck it well behind the front lines, and surround it with Concrete Walls for even more protection!

It's unfortunate that Tesla Coils don't appear until very late in the single-player Soviet campaign, because they're terribly effective and lots of fun. There's no such restriction in multiplayer games, so use them to toughen up your bases. And remember to place SAM Sites nearby, because the one thing Tesla Coils can't handle is airborne units!

SAM Site

Cost: 750

Power Usage: 20

Armor: Heavy

Prerequisites: Radar Dome

SAM sites are the Soviets' first line of air defense. Rocket Soldiers and Mammoth Tanks are both mobile units with antiaircraft potential, but the soldiers are fragile and expensive, and Mammoth Tanks are slow, with relatively short-range missiles.

SAM Sites don't chew through planes as fast as AA Guns, but they cover a larger area. All things considered, I rate them somewhat below AA Guns. However, the



Allies *need* those AA Guns to combat Soviet air power. The Allies have only helicopters in their air arsenal, so air defense tends to be less a priority for the Soviets.

Blanket your base with SAM Sites to slowly and surely wear down attacking Allied helicopters.

Iron Curtain

Cost: 2,800

Power Usage: 200

Armor: Light

Prerequisites: Technology Center

The Iron Curtain isn't as high-concept as the Chronosphere, but it's certainly not something you should build immediately. Its ability to render one unit invulnerable for a short while (about 45 seconds) is definitely useful, but the Soviets' biggest unit, the Mammoth Tank, is horrendously slow, so there's a limit to how much havoc your single invincible unit can wreak.

View the Iron Curtain not as an invincible superweapon, but rather as a tool that lets you harass enemy bases, distract other players, squish infantry, and perhaps destroy fragile structures such as Power Plants. Invincible units are a good alternative to air strikes for taking out fixed base defenses like Turrets, and they're great for leading an assault force.

Structure Comparisons

Neither the Soviets nor the Allies have a huge advantage in terms of structures: Each can build structures that augment its unique abilities. Still, here are a few thoughts on how each side's structures stack up. I base these observations on my gameplay experiences; your playing style and the quality of your opponents may lead you to different conclusions after a few battles.

This information isn't much use during single-player campaign games. After all, you're stuck playing a single side throughout the entire game, with no opportunity to switch. But in multiplayer battle, it's nice to have a thumbnail picture of which side has the advantage in what areas. Refer to the "Country Info Chart" on your game's Allied and Soviet reference cards before starting a multiplayer battle. It provides extra information on the advantages of each country's units.



Land Defense Structures

With its potent Flame Towers and devastating Tesla Coils, the Soviets tend to have a slight edge when it comes to base defense. Sure, the Tesla Coil is wildly expensive, in terms of both credits and power usage, but its ability to severely damage every sort of ground target and its extremely long range make it truly invaluable. Aside from being a great deterrent to full-scale base attacks, it's a great counter to Thief and Engineer raids, effectively shutting down a wide range of nasty espionage tactics. That means Soviet players can hold off on building the infantry they'd otherwise need to hold down the fort. A few Attack Dogs are always nice for sniffing out Spies, but beyond that, the versatile Tesla Coil covers most base defense needs.

Of course, the Allies' Camouflaged Pillboxes aren't without their merits. They're extremely hard to see, especially when placed under cover of a Gap Generator. They're also very effective under certain circumstances. Turrets are quite useful, as well.

Some players may disagree, but I'll take the sheer power of a Tesla Coil over a sneaky Camouflaged Pillbox any day. Advantage goes to the Soviets.

Air Defense Structures

Soviet and Allied air defenses are both adequate; they just work differently. Allied AA Guns work best in small, compact bases, where their limited range isn't such a liability, and you can best use their immense power. Soviet SAM Sites aren't as fast in chewing up Allied aircraft, but they cover a slightly larger area, so it's easier to blanket a large base—and sometimes even protect a portion of the local ore fields. Neither side has an overwhelming advantage in this area, but I lean toward the Allies.

Technology Center/Airfield

The Allies have a superior Technology Center that includes a world-viewing Satellite; the Soviets have an Airfield that bestows free Paratroopers, Parabombs, and Spy Planes. These freebies regenerate slowly after each use, allowing the Soviet player to use them several times over the course of the game.

Which bonus is better? Personally, I like the omniscience the Allied Satellite provides. It allows absolute precision when planning both air and ground attacks, and takes a lot of the guesswork out of the game. However, players less interested in other players' affairs will prefer the added punch Parabombs and Paratroopers can give.

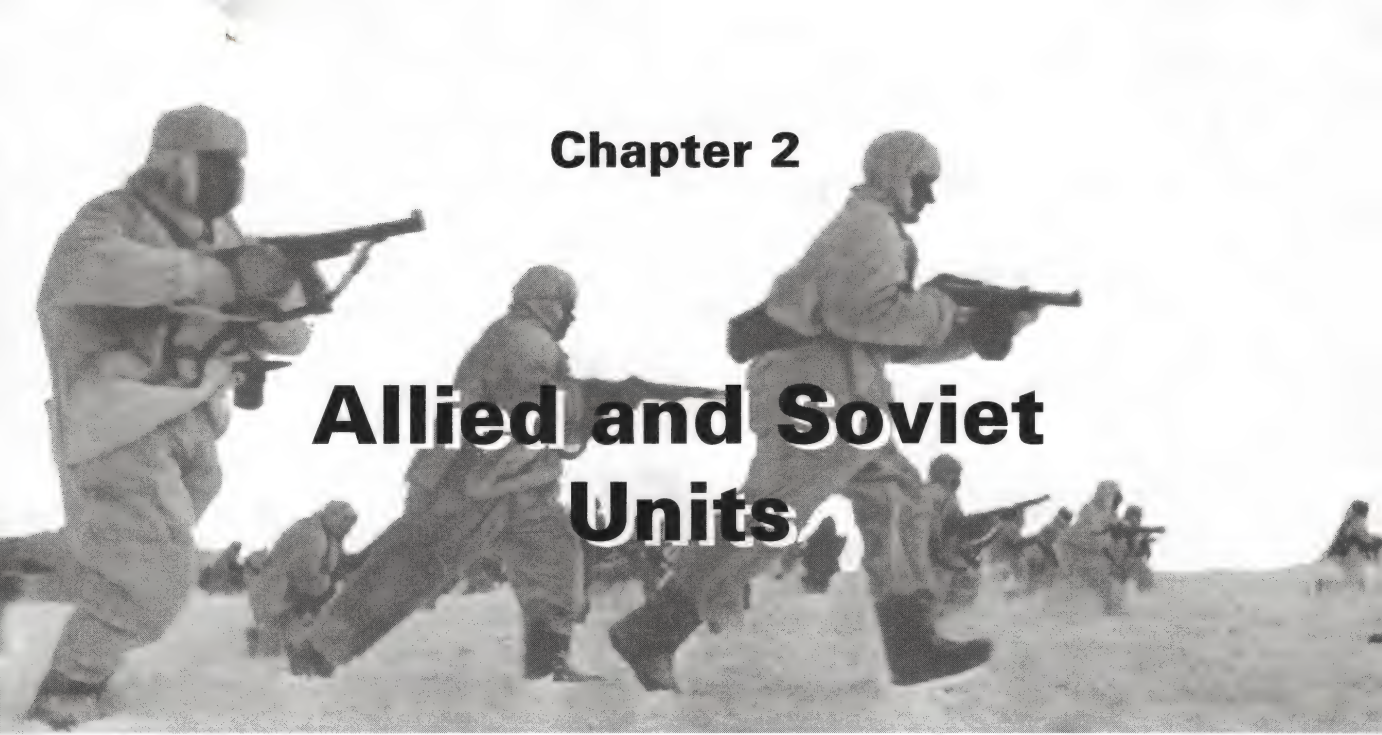


Special Structures

Because their functions differ so much, the Iron Curtain and Chronosphere are hard to compare. Their value varies wildly, depending on the map you play, and the tactics of the player using them. You can use the Chronosphere for pedestrian tasks (such as transporting a Tank behind enemy lines to cause confusion), or for game-altering changes (such as sending a Cruiser close to a Soviet base).

Similarly, you can use the Iron Curtain to make a Mammoth Tank invincible to harass the enemy base or distract an Allied player while a main strike force creeps up from another direction. Alternatively, you can use the Iron Curtain with a Heavy Tank to crush Sandbags and shoot down Concrete Walls, thus ruining Allied base builders' careful efforts.

There's no clear winner here. However, when you add in the Gap Generator, for which the Soviets have no answer, the Allies seem to have a distinct advantage when it comes to futuristic technology and special structures. This is no doubt meant to compensate for the Allies' lack of heavy armored units, which many players consider their main weakness.



Chapter 2

Allied and Soviet Units

This chapter examines every Allied and Soviet unit in the game. Each entry contains information on unit cost, range, armor, prerequisites, and which units (or structures) it's best at destroying. The general notes accompanying these statistics include facts about a unit's abilities and my opinions about its overall worth.

In some cases, a unit capable of attacking a wide range of targets isn't truly effective against all of them: The lowly Rifle Infantry, for example, can damage other infantry, vehicles, and structures, but of all those targets; it's only *good* at destroying other infantry. Given enough time, it can damage vehicles and structures, but it's definitely not good in this capacity. In cases like this, I list only the unit's best targets in the "Effective Against" category, pointing out its full range of possible targets in the general comments.

Any unit capable of attacking land units also can attack seafaring units—assuming the vessels are in range (and aren't submerged, in the case of Submarines). Thus, even though it's not usually mentioned, most infantry, vehicles, and aircraft are perfectly free to fire on ships. It's just a question of getting into firing range.

Common Units

This section includes units shared by Allies and Soviets. These units are similar for both sides, with no discrepancies in cost or effectiveness. Of course, in some cases, these units are more important to one side than the other. For example, the Soviets, with their wide range of combat infantry, tend to use Rifle Infantry much less often than the Allies. **Note:** Some units are *not* available to both sides in single player campaign games.



Rifle Infantry

Cost: 100

Range: Short

Armor: —

Prerequisites: Barracks

Effective Against: Other Infantry

Rifle Infantry are the bottom feeders of the *Red Alert* world. They're the cheapest units to produce, but their effectiveness is decidedly limited. They're pretty good at attacking other infantry, but can do only minimal damage to structures and vehicles.

Flame Infantry and Attack Dogs are much better than Rifle Infantry at killing other soldiers, but both units are substantially more expensive, and possess drawbacks: The Dogs can't even scratch vehicles and structures, and Flame Infantry are slow and prone to blowing up. Furthermore, the Allied player has access to neither of these units, so there'll always be a place for Rifle Infantry on the Allied side.

Rifle Infantry are seldom crucial, but often useful. Keep a few of them around your base for multipurpose defense, such as killing pilots who eject from shot-down aircraft, or providing fire support for your main defense force.

As with all infantry, Rifle Infantry should not be used as a main attacking force. Without support from armored vehicles, they're extremely vulnerable to "squishing" tactics.

Rocket Soldier

Cost: 300

Range: Medium

Armor: —

Prerequisites: Barracks

Effective Against: Aircraft, Vehicles and Structures

Rocket Soldiers are three times as expensive as Rifle Infantry, but will usually lose to a lone Rifle Infantry in single combat. The moral of the story? Never use Rocket Soldiers to attack other infantry. Use them best as fire support against armored vehicles, or more often, as aircraft killers.

This last role is their strength. If you want a Tank killer, Rocket Soldiers are generally not your best choice; bite the bullet and spend a few hundred extra for a Tank.



It'll last much longer, and you can repair it when it gets shot up. Rocket Soldiers function best in an antiaircraft role, and if they happen to help out in other situations, so much the better.

Rocket Soldiers are no substitute for AA Guns, but they can follow mobile units such as Ore Trucks and shoot down the aircraft that harass them. Furthermore, they can join your Tank armies and get rid of pesky aircraft that would otherwise torment the army unchecked.

If you view *Red Alert* as a game of economics, you'll realize that Rocket Soldiers are at their worst when you let them fight cheap enemy infantry, and at their very best when they shoot down 1,200 credit aircraft.

Engineer

Cost: 500

Range: —

Armor: —

Prerequisites: Barracks

Effective Against: —

When Engineers enter an enemy structure, they damage it (if it's relatively undamaged) or take it over (if it's in the red). If you aren't careful with your Engineers, they can actually destroy buildings you wanted to capture! The best plan is to use conventional forces to shoot the structure in question until it's down into the red, and then hustle an Engineer inside.

Engineers are also the only units that can perform certain technical tasks during indoor missions.

In the original *C&C*, you could take over any structure with a single Engineer, regardless of its health. That made Engineers a force to reckon with, and led to the common tactic of Engineer Raids—loading up several Engineers in an APC or Transport Helicopter, landing them in the center of the enemy base, taking over several key structures, and either fortifying them or selling them for fast profits. This tactic isn't half as feasible in *Red Alert*; you must worry about structure damage, and base defenses are likely to shred your Engineers.

Only build Engineers when you have a specific plan for them. Don't attempt wholesale Engineer Raids unless you think you've got a sitting duck to pick on.

Engineers restore your own structures to full health just by walking inside. This is an uncommon use for Engineers, but we thought you'd like to know.



Tanya

Cost: 1,200

Range: Medium

Armor: —

Prerequisites: Barracks & Technology Center

Effective Against: Infantry and Structures

Tanya is a one-woman wrecking crew. She can kill infantry with one shot at extreme range, or detonate structures quickly by placing explosives on them. In the Allied campaign she's a unique unit you can't create: She simply appears, and you must keep her alive or your mission fails. In multiplayer skirmishes, both sides can create their own "Tanyas."

Tanya doesn't shoot enemies unless they shoot at her, or you target enemies for her manually. This makes her extremely vulnerable unless you keep a close eye on her. Why can't she take the initiative? From a game-design perspective, the answer is simple: You could place a single Tanya in your base and use her as the ultimate anti-infantry weapon. Why bother with conventional infantry? Tanya can whip them all, and if she fired of her own volition, she'd be far too powerful for her cost.

As it is, Tanya is great for anti-infantry operations, and for guerrilla tactics on enemy bases. Just remember that she costs a lot to train, so unless she's likely to destroy at least one valuable structure on her commando run, you might think twice about sending her in. Finally, keep in mind that Tanya has no way to deal with air or vehicle attacks.

Ore Truck

Cost: 1,400

Range: —

Armor: Heavy

Prerequisites: War Factory, Ore Refinery

Effective Against: — (can squish infantry)

Ore Trucks are slow behemoths. Their great size makes it easy for them to crush stationary infantry, but they can't catch up with fleeing infantry.

Ore Trucks can stand a lot of abuse, and slowly heal themselves back to medium strength if they take damage to below that level. However, large Tank groups or



massive air attacks can quickly overwhelmed them. Destroying enemy Ore Trucks is often a good way to win multiplayer skirmishes. This tactic also can work against computer opponents, but in most single-player missions, the computer has access to convenient ore fields and defends its Trucks well. In these cases, it's often just as useful to attack the enemy base itself.

MCV

Cost: 2,500

Range: —

Aarmor: Heavy

Prerequisites: War Factory, Service Depot

Effective Against: —

The MCV is a huge, slow vehicle that converts into a Construction Yard. In single-player games you can't build these; you get one or two to start with, and if you lose 'em, too bad! In multiplayer games, you can build new ones as often as you'd like.

Extra MCVs allow you to expand into new areas to establish new strongholds and mining operations. They also insure against enemies who try to take out your Construction Yard. However, at 2,500 credits apiece, you can't afford to buy *too* much insurance.

LST (Transport)

Cost: 700

Range: —

Aarmor: Medium

Prerequisites: Naval Yard or Sub Pen

Effective Against: —

The LST (a.k.a. Transport) is a naval transport capable of holding five land units, including infantry, armor, or a mix of both. You can even stick soldier-filled APCs onboard and transport multitudes of infantry at once.

The LST has no attack capabilities, but it's quite fast, easily outrunning Submarines, Destroyers, and Cruisers. Gunboats are harder to lose.



Allied Units

Allied units emphasize stealth and speed, as well as naval power. Players who prefer a forthright, overpowering playing style tend to avoid the Allies in multiplayer games, because forethought and careful placement are often key to getting the most from their units.

I use certain Allied units very seldom, but other players use them all the time, and swear by their effectiveness. It's hard to make definitive claims about these units; you'll have to reach your own conclusions about which are best.

Medic

Cost: 800

Range: —

Armor: —

Prerequisites: Barracks

Effective Against: —

In theory, Medics are great. They can restore any soldier to full health just by standing close to him, and two Medics working together can even heal each other.

In practice, you'll seldom use enough infantry to justify having Medics. Huge bunches of infantry tend to get squished by heavy vehicles in most combat situations.

However, Medics do have a place in the game. They can be good for base or army defense, healing valuable Rocket Soldiers and other defenders, and they're absolutely vital in certain single-player campaign missions, especially those that take place indoors.

Spy

Cost: 500

Range: —

Armor: —

Prerequisites: Barracks, Radar Dome

Effective Against: —



Spies infiltrate enemy structures, and gain you a constant flow of information. They can discover what your enemies are building, how much money they have, where their Subs are, and where their other units are. Is this information useful? Yes, but sometimes the information is less useful than you'd expect. ("Aha! They're building—another Tank.") I never bother with Spies in single-player campaign missions (unless they're necessary for a special mission goal), but I often use them in multiplayer games.

Infiltrating a Barracks, War Factory, or Construction Yard shows you what the enemy is building. Infiltrated Ore Refineries or Silos shows you the enemy's financial status, while infiltrated Radar Domes shows you the movement of all enemy units. Infiltrated Sub Pens give you a brief (but valuable) look at all enemy Subs.

Spies fool your opponent because they look just like his own Rifle Infantry; conversely, enemy Spies look just like one of your own guys to you. However, your Attack Dogs will attack them, and even though they look like one of your guys, you can't control them! In multiplayer games, watch for suspicious infantry movement around your base. Try to take control of units that look particularly suspicious, and if you fail, you're dealing with a Spy.

Spies' main use in campaign missions comes in scenarios specifically designed for using them, where infiltrating specific buildings produces unique effects. In multiplayer games, they're good for gathering information and penetrating the shroud of shadows around enemy Gap Generators.

Thief

Cost: 500

Range: —

Armor: —

Prerequisites: Barracks, Technology Center

Effective Against: —

Thieves steal credits from enemy Ore Silos—to be precise, *half* the enemy's total supply. Successful Thieves can provide a huge economic boost. On the flip side, having your own credits stolen can be absolutely devastating.



Thieves are always a bit of a gamble. They can earn you lots of cash, but there are downsides:

1. Thieves require micromanagement. You usually must guide the Thief through a series of perils before he reaches enemy Silos, and you might lose track of other, more important game events while you do this.
2. Your enemy might be running low on credits, pumping out units as fast as he gets the means to build them. In this case, your raid might be a dismal failure, even if you get the Thief inside the enemy Silo.
3. Thieves are an investment, and because they often require an APC for their raids, and perhaps even a Light Tank or two to create a distraction, failed raids can be costly.

That said, Thieves can be a great asset to the Allies. As with all tactics requiring stealth, Thief raids require an element of surprise. If you doggedly send Thief after Thief into enemy territory, your opponents will catch on very quickly. But if you use Thieves only occasionally, you have a chance to really hit it big.

Ranger

Cost: 600

Range: Short

Armor: Light

Prerequisites: War Factory

Effective Against: Infantry

In my opinion, Rangers are something of a waste. Ostensibly a scout vehicle that doubles as fire support for Tanks, Rangers aren't very impressive. They're slower than you might expect, and their anti-infantry machine gun isn't as formidable as it should be, even against infantry. Furthermore, it can't squish infantry: It's not heavy enough.

Light Tanks cost only 100 credits more, are almost as fast as Rangers, and are the best unit for squishing infantry. Furthermore, they can take more of a beating than a Ranger. Now, which unit would you rather use for scouting?



Light Tank

Cost: 700

Range: Medium

Armor: Medium

Prerequisites: War Factory

Effective Against: Armor and Structures

Light Tanks are faster than Medium Tanks, in terms of both speed and rate of fire, but they're less heavily armored. This makes them less suitable for all-out base assaults, but better for squishing infantry, and sometimes better for fast-reacting base-defense teams: Their speed lets them react to threats Medium Tanks would have trouble addressing.

Good generals tend to use both Light and Medium Tanks in their armies. Medium Tanks function best in full-scale assaults (where speed is a nonissue), and Light Tanks are excellent for scouting, squishing infantry harassing the Medium Tanks, and defending large, sprawling bases subject to attack from all sides. It's best to use them for raids into enemy territory, where speed, not power, is key.

Medium Tank

Cost: 800

Range: Medium

Armor: Heavy

Prerequisites: War Factory

Effective Against: Armor and Structures

It would be foolish to build Light Tank armies for base assaults, when Medium Tanks offer significantly better armor for only 100 credits more. That armor costs speed, but Medium Tanks are still faster than the Soviets' Heavy Tanks, and speed is less critical than power when you're trying to hold a position or overrun an enemy base.

Allies should build a fair number of Medium Tanks if they want to stave off the Soviet Heavy Tanks—but wise Allied generals also add Light Tank groups to their armies, to quickly overrun infantry, take out particularly vital targets during base assaults, harass enemy Ore Trucks and bases, and squish infantry who get in the way of the main Tank group. Your army has room for both units.



Artillery

Cost: 600

Range: Long

Armor: Light

Prerequisites: War Factory

Effective Against: Armor, Structures, Infantry (to a lesser extent)

Artillery have better range and power than Tanks. Also, their high-arcing ordnance flies over concrete walls. However, their slow speed and light armor make them useless without Tanks to protect them.

Artillery's range and power can't equal its Soviet counterpart, the V2 Rocket Launcher, but its reloading time isn't nearly as slow as that formidable weapon's.

You'll best use a few Artillery units as fire support for large Tank armies. Use the Artillery to take out fixed defenses (such as Flame Towers) from afar, and deal serious damage to enemy Tanks that get too close. Just make sure to protect the Artillery, because Tanks can destroy them with only a few shots.

APC

Cost: 800

Range: Short

Armor: Heavy

Prerequisites: War Factory & Technology Center

Effective Against: Infantry

APCs typically serve three purposes: to transport infantry to the site of a major battle; to speed the transport of special units, such as Engineers and Thieves, during raids and special missions; and to protect or transport particularly important infantry.

The first two reasons are the most common. You may want a supporting cast of infantry for your base raids, mainly to pick off enemy infantry harassing your armored units. Also, you will frequently use APCs both to protect and speed the transit of Spies, Thieves, and Engineers who must get in and out of an enemy base quickly.

The final reason comes into play when, for example, Tanya's sitting around in your base and you don't plan to use her for a while. To guarantee her safety from air and ground attacks, you could place her in an APC, and even place the APC on a Service Depot to ensure continual repairs.



APCs are also good for hauling Rocket Soldiers into the ore fields, where they can pick off enemy aircraft harassing your Ore Trucks.

Just don't construct APCs without a good reason. Their lack of armament makes them a poor combat unit—except for infantry squishing, at which they typically excel.

AT Mine Layer

Cost: 800

Range: —

Armor: Heavy

Prerequisites: War Factory & Service Depot

Effective Against: Vehicles

Mines can be very effective in both single- and multiplayer missions. A common tactic is to mine the main entrances to your base and to mine (parallel construct) ore fields (thus making short work of enemy Ore Trucks).

The Allies' Antitank Mines are great against vehicles, while the Soviets' Antipersonnel Mines are better against infantry. Because Armor units are much more expensive than infantry, the Allies' AT Mine Layer tends to be more useful than the Soviets' AP Mine Layer.

AT Mines detonate when vehicles pass over them, and when they're shot. If you fear an area has been mined, firing at the ground is often a good solution.

Longbow Apache

Cost: 1,200

Range: Short

Armor: Heavy

Prerequisites: Helipad

Effective Against: Structures, Armor, Infantry

Longbow Apaches provide the Allies' only air attack. These Helicopters aren't blazingly fast, but they take a good deal of abuse, and their missiles can destroy just about anything, given enough time or Helicopters.

As with all air units, Apaches can't do much by themselves. Teams of six to eight Apaches, however, can take out almost any structure or unit on the map. Apaches tend to do slightly less damage against moving targets, due to missile inac-



curacy, but they can destroy even moving targets if they're in a large enough pack. The more maneuverable the vehicle, the less likely the Apaches will kill it quickly; but then again, picking off small, fast vehicles with Apaches is a waste of time. Go after larger, more important units, such as Ore Trucks and Heavy Tanks, instead.

Packs of Apaches are useful in many single-player campaign missions. They're also a real force in multiplayer battles, although, as always, it's important to build up a strong land defense before purchasing lots of expensive aircraft.

It's often a good idea to destroy enemy SAM sites instead of cruising your Apaches overhead and repeatedly ignoring them. The Apaches aren't fast enough to avoid SAM missiles completely, but they *are* durable enough to take out a SAM Site before it can shoot them down, provided they work in packs.

Gunboat

Cost: 500

Range: Short

Armor: Light

Prerequisites: Naval Yard

Effective Against: Naval Units, Land Units

Gunboats are the smallest naval unit available to the Allies. They can attack land and sea units, and are adequate at handling Submarines (if they move in packs, and you send them close enough to hit the Subs). Their range isn't great, but they do have the best speed of any naval combat unit.

In general, Gunboats are not great combatants: Destroyers, though twice as expensive, can attack land, sea, *and* air units, and their accurate missiles have much better range. Gunboats are best used as scouts and Sub killers in circumstances when Destroyers are either unavailable or economically impractical.

Destroyer

Cost: 1,000

Range: Medium

Armor: Medium

Prerequisites: Naval Yard

Effective Against: Air, Naval, and Land Units



Packs of Destroyers are a lot of fun. Their accurate homing missiles can destroy any land, sea, or air target. They can hover outside the effective range of enemy Tanks, pelting the Tanks with missiles and taking no return fire. In fact, they can destroy almost anything on land without taking return fire, including fixed defenses like Flame Towers, Pillboxes, and even Tesla Coils—if you're careful enough.

Destroyers are pretty good at killing Submarines, but they don't truly excel at this. Fights between Subs and Destroyers are inevitable, and are quite balanced if you control your Destroyers and move them in packs. When you aren't watching, though, Subs can ambush your Destroyers with their long-range attacks, and will often get the best of the confrontation.

Destroyers' long range and anti-aircraft capabilities makes them useful on almost any map with water. They are particularly good for base and ore field defense, and for picking off lone armor units. Note that they fire *faster* at aircraft than at any other unit.

Cruiser

Cost: 2,000

Range: Extreme

Armor: Heavy

Prerequisites: Naval Yard & Technology Center

Effective Against: Land Units

Cruisers are huge, slow, wildly expensive, and can't attack Submarines or airborne units (though smart players can fire at the water *near* a Submarine and damage it gradually). So why buy them? Their cannons are tremendously powerful and possess incredible range. Cruisers can harass any land unit at ranges where the land unit can't fight back. Furthermore, Cruisers can destroy an enemy base in no time flat. Though specialized, the Cruiser is great at its single task.

There are, of course, drawbacks. Cruisers' slow speed makes it impractical to sail them home for repairs, even though their vast size and great cost make them ideal candidates for repair. Also, their guns are quite inaccurate at long range, so if you've parked one a good distance from your base, you must make sure it doesn't fire at enemy units who've managed to get *inside* the base. The Cruiser can easily wreck your own base as it lobs torrents of cannon fire at the bad guys.

The Cruiser is a monster of a unit, and is best used when you actively account for its shortcomings: Give it an escort of Destroyers to protect it from air and sea threats. If you have a Chronosphere, use it to teleport the sluggish Cruiser back for



repairs, or to position the Cruiser where it can pummel the enemy base. If you follow these simple directives, the Cruiser can be a powerful unit, indeed.

Mobile Gap Generator

Cost: 600

Range: —

Armor: Light

Prerequisites: War Factory & Technology Center

Effective Against: —

Mobile Gap Generators, available only in multiplayer games, are useful for supplementing fixed Gap Generators when you're covering up your base, and for concealing a mobile force. Of course, this use of the Generator is not too subtle. When your opponents see a huge black cloud moving across the map, they're unlikely to ignore it!

The value of Mobile Gap Generators depends entirely on your style of play. If you like to bluff your enemy and set clever traps, these units are dreams come true. If you only use the Generators for one purpose, such as concealing your biggest attack force, you won't fool anyone.

MRJ (Mobile Radar Jammer)

Cost: 600

Range: Long

Armor: Light

Prerequisites: War Factory & Radar Dome

Effective Against: —

The MRJ is another unit that only appears in multiplayer skirmishes. It shuts down enemy radar once it's in range. Most players use it in conjunction with a Chronosphere (for quick radar shut-downs) or a Mobile Gap Generator (for protection). As with the Mobile Gap Generator, your style of play dictates the usefulness of this item. If you specialize in deception and sneaky strikes, then the MRJ can be very helpful. Used without any particular plan, however, it's not very effective.



Special Units

The Allies can launch a Satellite from their Technology Center about eight minutes after building the Center. The enemy can't shoot down or otherwise disable the Satellite, unless they destroy the Tech Center itself.

Also, the Allies can create a sonar pulse by sending a Spy into an enemy Sub Pen. This temporarily reveals the location of all Subs in the area. In practice, this ability is most useful in multiplayer games.

Soviet Units

Soviet units emphasize forthright aggression, with heavy armor and strong firepower leading the way. Speed and stealth is often compromised, but for many players the trade-off is well worth it.

Soviet forces include a wide array of combat infantry and aircraft; these areas are a definite strength.

The Soviets have several units with similar abilities, particularly in the areas of infantry and aircraft. This gives you an opportunity to pick and choose the units you prefer, instead of always using the same unit for a particular task.

Attack Dog

Cost: 200

Range: n/a

Armor: —

Prerequisites: Kennel

Effective Against: Infantry

Attack Dogs are among the game's most specialized units. They do only one thing—kill infantry. A Rifle Infantry standing still can kill an Attack Dog before it gets close enough to attack him, but that assumes the Rifle Infantry isn't shooting at something else, running, or otherwise distracted—and that there's only one Dog. Attack Dogs can get the better of just about any other infantry unit, using their excellent speed to close the gap and avoid the projectiles of Rocket Soldiers and Grenadiers. Attack Dogs run *faster* when you manually assign them a target. Apparently they get excited at the prospect of another kill. . . .



Several Attack Dogs in Guard mode make for a formidable defense against enemy Engineers, Spies, and other sneaky troops. They also play a prominent role in the campaign missions' indoor scenarios, where infantry are the main units you must fight.

Attack Dogs work best when they're scattered around your base in Guard mode. Avoid buying too many of them, as they are very specialized, and more expensive than you might expect.

Grenadier

Cost: 160

Range: Short

Armor: —

Prerequisites: Barracks

Effective Against: Infantry, Armor, Structures

Grenadiers can defeat most other infantry in one-on-one combat, plus their grenades do good damage to both vehicles and structures. Add this to their low cost, and you'll see why Grenadiers are one of my favorite units. They occasionally miss moving targets with their slow grenades, and they tend to blow up when they die, killing other infantry that happen to be too close. However, most targets eventually come to a halt, and you can scatter your Grenadiers so they don't all die when one of 'em blows up. In other words, it's not too hard to minimize the Grenadiers' shortcomings.

Grenadiers are great for base defense, and for fire support in your large Tank armies. Their extra firepower can destroy vehicles quickly, and they're more proficient at killing infantry than your Tanks.

Flame Infantry

Cost: 300

Range: Medium

Armor: —

Prerequisites: Barracks & Technology Center

Effective Against: Infantry, Armor, Structures

Flame Infantry is the sort of unit I hate to fight against, but I also hate to have it on my side. It does great damage to vehicles and structures, and roasts infantry instantaneously. That's why I hate to fight them. But they're also extremely slow (and



therefore vulnerable to squishing), expensive, and have an even greater tendency than Grenadiers to blow up when they're killed, destroying any friendly units in the immediate vicinity. They're also a menace while they're still alive, capable of torching friend and foe alike with their wide-stream flamethrower.

Flame Infantry can be great troops in any situation, as long as you can handle the micromanaging they require. Keep them well separated, and keep enough vehicles in the area to prevent easy "squish" tactics. This can be a pain, but if you who don't mind the extra effort, Flame Infantry can be a formidable weapon.

Heavy Tank

Cost: 950

Range: Medium

Armor: Heavy

Prerequisites: War Factory

Effective Against: Armor, Structures

Heavy Tanks are a mainstay of the Soviet army, and a principal advantage of the Soviets over the Allies. Sure, Light Tanks can execute a variety of useful maneuvers, from fast infantry-squishing to brutal hit-and-run attacks on bases and Ore Trucks. However, there's no arguing with sheer power, and Heavy Tanks have that in spades. They're comparable to Medium Tanks, except they fire two shots for every one that Medium or Light Tanks take. This means eight Heavy Tanks can deal the damage of 16 Medium Tanks—a vast advantage in a firefight.

Soviet players should build lots of Heavy Tanks, and form them into devastating groups of eight to 10 Tanks. These groups can roll over 'most anything they encounter.

Mammoth Tank

Cost: 1,700

Range: Medium

Armor: Heavy

Prerequisites: War Factory, Technology Center

Effective Against: All Units

Mammoth Tanks are a lot like Heavy Tanks, but with added armor and rockets for dealing with airborne threats and infantry.



Mammoth Tanks are a huge investment, but are also a huge force to reckon with. Their speed is abysmal, limiting their use to base defense and ponderous, rumbling offensives. However, because they can handle aircraft as well as land units, they're great multipurpose vehicles that improve the firepower of any army or strike force. A Tank group including several Mammoth Tanks faces much less of a threat from enemy helicopters and jets.

Mammoth Tanks' immense cost and low speed ensure that they'll never replace Heavy Tanks; however, when you've got a lot of spare credits on your hands, the Mammoth Tank is often a great investment.

Mammoth slowly regenerate to half their original health when damaged beyond this point.

V2 Rocket Launcher

Cost: 700

Range: Long

Armor: Light

Prerequisites: War Factory & Radar Dome

Effective Against: Structures, Armor

V2 Rocket Launchers have the best range of any land-based unit. Their rockets also deal immense damage. Extremely slow reload times, poor speed, and a lack of armor counterbalance these great assets, however.

You'll best use V2 Rocket Launchers as support units, and for picking on sea units you might otherwise have problems with. As members of a large Tank army, they add extra punch against enemy vehicles, and, more importantly, they can take out Turrets and Pillboxes from beyond those structures' effective range, thus demolishing base defenses without sustaining losses.

You can place V2 Rocket Launchers where Destroyers can't shoot 'em, but they can shoot at the Destroyers. This can be tricky, as their weapons ranges are similar, but it's definitely possible.



AP Mine Layer

Cost: 800

Range: —

Armor: Medium

Prerequisites: War Factory & Service Depot

Effective Against: Infantry

Although the AP Mine Layer's Mines detonate when vehicles drive over them, their real specialty is demolishing infantry. This makes AP Mine Layers less useful for mining ore fields than their Allied counterparts, but it does make them good for protecting valuable structures in your base from Engineers, Spies, and Thieves.

Submarine

Cost: 950

Range: Long

Armor: Medium

Prerequisites: Sub Pen

Effective Against: Naval Units

Submarines can't damage land or air units. All they do is destroy ships, but they do that one task very well. If your enemy doesn't have a navy, then your Submarines are next to useless. Subs are only useful for countering enemy naval power, and for charting unexplored waters.

Submarines are pathetically slow. However, they're invisible to your opponent until they surface, and they're immune to all attacks (except those from other Submarines) unless they surface. Their devastating long-range torpedoes can sink any ship quickly, including massive Cruisers, which possess no true defense against Submarines. Nothing compares with the fun of sinking a 2,000-credit Cruiser with your 950-credit Submarine.



Yak

Cost: 800
Range: Short
Armor: Light
Prerequisites: Airfield
Effective Against: Infantry, Structures, Armor

The Yak does very good damage to infantry, but it's less effective against structures, and still less effective against moving armored units. In the single-player campaign, however, you won't be able to build MIGs or Hinds right away—so Yaks must do.

Yaks are substantially cheaper than MIGs, but their weak machine-gun attacks force you to assemble huge masses of them for use in anything but infantry killing. Because infantry aren't your main concern in most game situations, you'll tend to mothball the Yaks.

MIG

Cost: 1,200
Range: Medium
Armor: Light
Prerequisites: Airfield
Effective Against: Armor, Structures, Infantry

MIGs are extremely fast, and carry heat-seeking missiles that damage just about anything. Their missiles are much more effective against armor and structures than the Yak's guns, and their great speed allows them to get in and out of a combat area without sustaining too much damage.

MIGs are better than Hinds at blowing things up *quickly*, by virtue of their speed and powerful attacks. Hinds are somewhat better at harassing enemy armor units such as Ore Trucks, because their ability to hover in the area and fire repeatedly lets them deal good damage over a longer period of time.

MIGs are also much more fragile than Hinds, making them vulnerable to anti-aircraft weaponry of all kinds.



Hind

Cost: 1,200
Range: Short
Armor: Heavy
Prerequisites: Helipad
Effective Against: Armor, Structures, Infantry

Hinds have lots of ammunition, so you can use them to kill multiple targets in a single run. Their lack of speed and slower damage-dealing rate than MIGs might make them unattractive, but they're much more durable than MIGs, and hence last longer in areas with strong anti-aircraft defenses.

Experiment with both MIGs and Hinds, and you'll develop a good sense of when to use each unit.

Transport Helicopter

Cost: 1,200
Range: —
Armor: Medium
Prerequisites: Helipad
Effective Against: —

The Transport Helicopter only shows up in multiplayer games. It's the Soviets' answer to the APC, and it allows rapid deployment of infantry in remote areas.

Unfortunately, the Soviets don't have nearly as many "sneaky" units as the Allies, so the Transport Helicopter can't help with tactics such as Thief raids and Spy placement. However, Engineers *are* available to the Soviets, and they can attack unexpectedly when loaded into a Transport Helicopter.

Special Units

The Soviets' special units all result from building Airfields. Once the Airfield is created, Soviets can use these special units periodically over the course of the game. These units include the Spy Plane, which unveils a small section of the map, Paratroopers (Rifle Infantry drop from a plane), and Parabombs. The Badger Bomber, a Soviet unit you have no direct control over, drops both Paratroopers and



Parabombs. The enemy can shoot down both Badger Bombers and Spy Planes causing prolonged delays before the next Bomber or Spy Plane is available.

Spy Planes are useful, but not nearly so as the Allies' Satellite. You can use Paratroopers during assaults, or dropped them into your base for a quick supply of free base defenders. Parabombs are inaccurate and usually won't destroy a structure outright; sometimes, though, if you Parabomb the structure and send Paratroopers immediately to the same site, the Paratroopers can finish off the structure the Parabombs damaged.

Comparison of Soviet and Allied Units

Ultimately, you must draw your own conclusions about each side's units. In case you're interested, however, here are a few personal observations on the relative merits of each side's army. I break down the analysis into four key areas—infantry, armor, aircraft, and naval power.

Infantry

The Soviets have a definite edge in terms of combat-oriented infantry. Their Grenadiers are arguably the best infantry around, combining low cost with great all-purpose firepower. Flame Infantry are expensive but unmatched in terms of sheer power, and Attack Dogs, which the game treats as infantry, are among the game's best antipersonnel units.

However, the Allies compensate somewhat with their ability to produce Thieves, Medics, and Spies (Thieves being somewhat more valuable in most situations).

All things considered, I'd say the Soviets have an edge in terms of infantry. Sneaking around and stealing things is nice, but raw power is hard to argue with.

Armor

The Allies and Soviets possess radically different armor units. The Allies have Small and Medium Tanks, with Artillery that sacrifices armor for enhanced range. The Soviet Tanks come in two sizes: Heavy and heavier (Mammoth), and their V2 Rockets, despite numerous shortcomings, have unparalleled range and punch.

Some players can capitalize fully on the Allies' faster armor units, but I prefer the straight-ahead force of Heavy and Mammoth Tanks, which tend to require less fuss and micromanagement. I give the Soviets an advantage in this category.



Aircraft

The Soviets are undisputed masters of the skies. Allies can produce Apache Helicopters, but the Soviets can produce both MIGs and Hind Helicopters, each of which excels in a different area. They can also produce low-end Yak fighters, and generate Paratroopers, Spy Planes, and Parabombs from their Airfields.

On the plus side for the Allies, AA Guns are arguably better than SAMs, and Apaches are competent for most tasks.

Again, I give the nod to the Soviets in this category.

Naval Units

The Allies rule the seas, and tend to do better on maps featuring lots of water, or water in key places. Cruisers and Destroyers are excellent units, the Destroyer featuring excellent versatility, and the Cruiser delivering unparalleled power.

Soviet Submarines can destroy ships better than any other unit, but that's *all* they can do. That leaves the Soviets in an uncomfortable position: They must build Subs to counter Allied sea power, but they seldom gain an advantage from their extra Subs. Surplus Destroyers and Cruisers always come in handy, because they can attack land and air units, but surplus Subs can't do much. Incapable of shelling Allied beaches or attacking airborne units, they must idle in the water waiting for another ship to arrive.

Summary

From this summary, it might seem that the Soviets dominate in many areas, and hence are much tougher in multiplayer battles. However there are several mitigating factors.

First, experienced players can skillfully manage the Allies' "finesse" units to good effect. Thief raids, Light Tank ambushes, and stealthy Gap Generator tactics all provide means for a clever player to gain an advantage, as does heavy use of Mines. And structures such as the Chronosphere add an element of surprise that keeps opponents guessing.

Second, you mustn't underestimate the Allies' navy. Cruisers and Destroyers are a menace to Soviet players, and can turn the tide even on maps containing very little water.

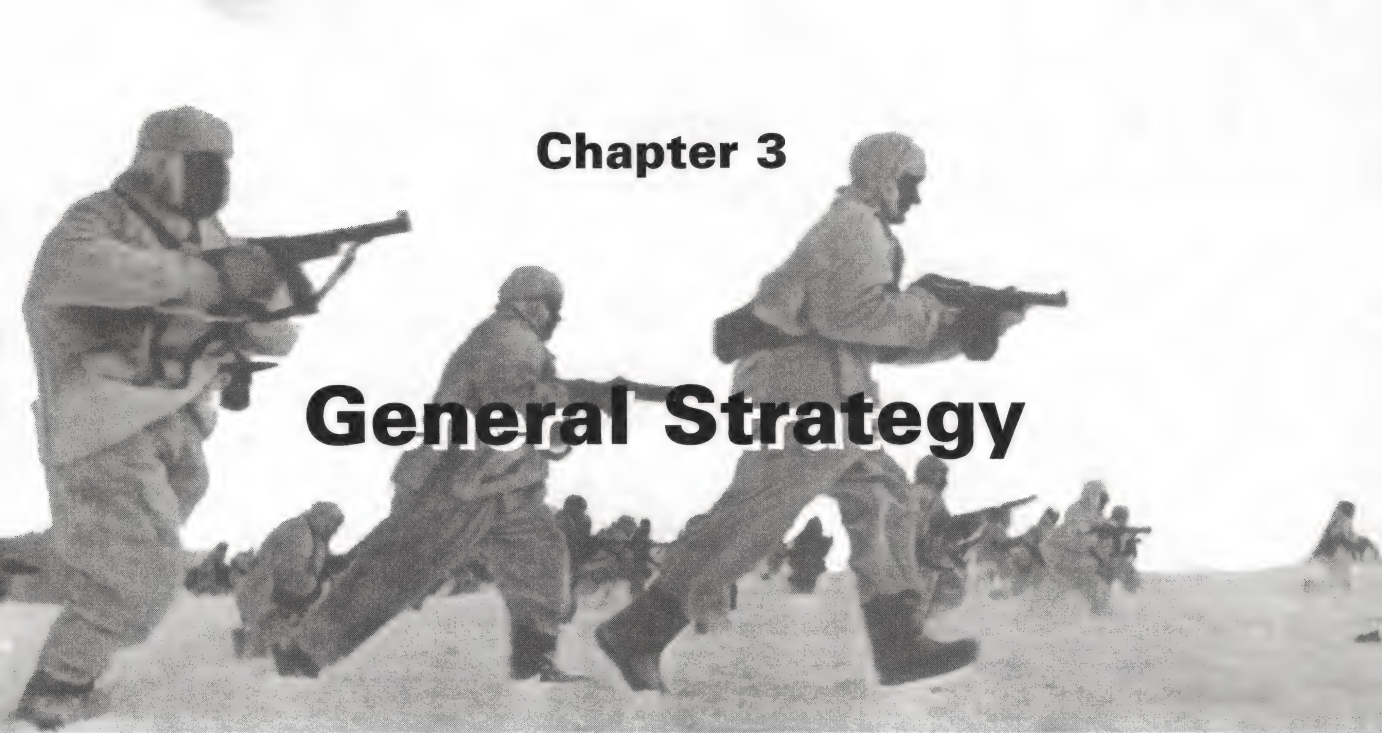
Finally, the value of each unit is largely subjective. I play both Soviets and Allies in multiplayer games, and frequently change my mind about which side is better. I enjoy the brute force of the Soviets, despite their lack of a Satellite, and



their vulnerability to stealth and trickery (Thief raids, Fake Structures). I love the Allies' omniscient Satellite view and specialized units, but often find myself wishing for a few Heavy Tanks, so I could take down an enemy base without skulking in the shadows.

The bottom line is that both sides are quite powerful, and game balance is quite good. There'll be times when you'll swear the Allies have the advantage, and times when the Soviets seem virtually unstoppable. One side *may* truly be better—but that has yet to be established. Regardless, *Red Alert* is balanced well enough that the better player usually wins.





Chapter 3

General Strategy

This chapter contains dozens of strategies, tactics, and tips for beating *Command & Conquer: Red Alert*. Some strategies are only useful for campaign missions, while others are vital in multiplayer mode. Yet others apply universally.

Topics this chapter covers include base-building, base assaults, attack formations, special combat tactics, naval and aerial warfare, and more.

If you read this chapter thoroughly, you'll be better prepared to beat both sides of the single-player campaign and hold your own in multiplayer games. However, this chapter is no substitute for game experience. Before attempting multiplayer games, I strongly recommend you beat both sides of the campaign and, if possible, watch friends play a network session. Game difficulty increases tremendously when you play live, veteran opponents, and unless you prepare yourself thoroughly, you'll be a sitting duck. Worse, it's hard to learn what you're doing wrong unless you're familiar with the game's basic strategies, and unless you've studied a good player in action. Without this foundation of tactical knowledge, you'll be overwhelmed time and again, and never learn why.

Base-Building

The first order of business in most missions is base-building. Armed only with an MCV and a small defense force, you must stake out a piece of the map and defend it with all your might. Here are some general observations on where to place your base, what to build there, and how to defend it. Much of this information is just common sense, but it often helps to review the obvious things, or you can easily lose sight of them.



Locating a Base

The ideal base is walled in on several sides by cliffs or ridges to limit access by enemy troops. If you're playing the Allies, a nearby body of water can also be useful; if you're the Soviets, this is often a liability (unless you're playing a campaign mission where water travel is necessary). Remember not to think of water as a barrier, as such; ships are quite capable of shelling your base from afar, and if there's a beach, Transport landings are possible.

If there's a beach near your base, as in figure 3-1, you can (and often should) mine the heck out of it to discourage enemy Transport landings. You can even freeze computer-controlled Transports entirely by laying enough Mines: The enemy Transport will land on the beach but refuse to disgorge its passengers, because it senses there's danger. This leaves you with a fun choice: Either sink the Transport or just leave it there, frozen. Either way, you won't have to worry about that beach.



Fig. 3-1. Beaches can be weak spots in your base defense.



Easy access to ore fields is also pivotal. A long or complicated trek to the ore fields can be lethal, especially in the game's early stages, when you don't have enough Tanks to guard the ore fields and your base at the same time. Your Ore Trucks are prone to extreme stupidity, and often will get lost or wander into enemy territory if the closest ore fields aren't readily available.

In multiplayer games on large maps, it sometimes pays to build an MCV, send it off to an untouched ore field, and set up an Ore Refinery there. Of course, you must be reasonably sure you can collect a lot of ore, because the cost of the MCV and Refinery is substantial. Sometimes you can establish these bases by stealth, or with a strong Tank escort.

Base Requirements

When building a base, it pays to put some thought into how thoroughly you'll develop it. On small multiplayer maps and during certain campaign missions, you lack either the space or the funds to build a massive, well-defended base. Speed rather than heavy fortification usually wins small maps, while ore-poor maps don't give you the opportunity to spend lots of credits on base defenses.

A bare-bones base has a Construction Yard, Ore Refinery, Barracks, Radar Dome, and a War Factory, plus sufficient Power Plants and Silos. A few AA Guns or SAM Sites are appropriate if the enemy has a strong air force, but bare-bones bases typically use Tanks for land defense, instead of building networks of Walls and Turrets.

Larger bases have all these things, plus a Service Depot, Airfields or Helipads, Naval Yards or Sub Pens, and multiple War Factories and Ore Refineries. Multiples help increase the production of credits and vehicles.

How many structures should you build? In the single-player campaign missions, you can usually get away with a single Ore Refinery and four Trucks in the early missions, but should graduate to at least two Refineries on the larger maps—more if the map is rich in ore. Extra Ore Trucks not only keep the credits flowing in, but snatch up ore before the enemy can mine it. Thus, you'll often have an incentive to build extra Ore Trucks and Refineries, even after you have enough of them to provide an adequate income. This is true in both single- and multiplayer games.

Usually you should double up on War Factories; a single War Factory is quite slow to produce vehicles. Only on maps with very low ore supplies should you avoid building extra War Factories. Three War Factories can be very beneficial, both in later campaign missions, and during many multiplayer games. Three or more War Factories can crank out lots of Tanks very quickly, giving your base an added mea-



sure of security. Just keep a good supply of credits on hand, and you can churn out multiple Tanks when your base is in danger of being overrun.

Airfields and Helipads are best when you have at least six of them; build Naval Yards and Sub Pens in pairs when you face missions or maps with a lot of water.

Building Order

Typically, the first thing I build is either an Ore Refinery or a War Factory. If I'm starting the game with low credits, or I don't feel particularly threatened, I make the Ore Refinery first. If there's danger of an immediate attack from the enemy, and I have the credits to spare, I build a War Factory—or even a Barracks, if I'm really hurried—for some quick defense. Of course, I still have to build an Ore Refinery before I've dropped below 2,000 credits, or I'll have serious cash flow problems.

I build Power Plants on an as-needed basis, unless frequent air raids threaten my power supply. In that case I sometimes build extra Power Plants, just to ensure that my AA Guns or SAMs won't go off-line when a Power Plant gets bombed.

Ore Silos are cheap and easy to build; I typically build several of them early in the game, mainly to avoid the nuisance of a "Silos Needed" audio warning in the middle of combat.

I often build two War Factories before I bother building a Barracks. Armored units tend to rule the battlefield in *Red Alert*, so I don't churn out many infantry units unless an early threat to my base forces me down that route.

I tend to build four Ore Trucks to go along with my initial Ore Refinery, and then decide whether that's enough. If more Trucks are necessary, I build an extra Refinery as soon as possible.

Next I build a Radar Dome, and, if I have the credits, a Service Depot. I add base defenses such as Pillboxes and AA Guns as soon as there's a need for them, and likewise Naval Yards, Helipads, and Airfields.

Structure Placement

Ore Refineries typically function best at the edge of your base, close to an ore field. Don't place them out so far that they're beyond your base's defenses, however; they're a favorite target of both computer and human opponents. On the other hand, if you place them too close to the center of your base, the Ore Trucks can cause traffic jams.

Tuck Silos away in a corner or against a ridge. If you face an Allied opponent, you might even want to wall them off (see figure 3-2), or at least surround them with other structures. Otherwise Thief raids will become a problem.

War Factories are typically built in multiples, so you only need to worry about the placement of one; designate the most convenient War Factory as the primary structure, and all new vehicles will emerge from it.



Fig. 3-2. Walling off your Ore Silos is often a prudent move, especially when you face Allied opponents.

Construct Repair Depots near the front lines, so your units can reach them quickly. This sometimes exposes the Depots to enemy fire, but both computer and human players prefer to go after more vital targets than the Repair Depot, even when it's very poorly guarded.

Locate Construction Yards near the center of your base. If you're worried about Construction Yard attacks, you can surround it with Concrete Walls.

Tuck Radar Domes into the center of your base. If you face Allied opponents, your Dome is at risk from enemy Spies, who can reveal the location of all your units by infiltrating it. Surround it with Mines or Attack Dogs.



Establishing Base Defenses

Bases typically employ two types of defense—emplaced (stationary) and mobile. Emplaced defenses break down into two further categories—active and passive. A good mix of all defense types will make your base formidable, indeed. We'll look first at passive defenses, then active defenses, and, finally, mobile defenses.

Walls Concrete Walls, Sandbags, and Barbed Wire barriers are *Red Alert's* only passive defenses. They're "passive" because they don't *actively* discourage defenders by shooting at them, exploding in their faces, or engaging in other antisocial activities. They simply get in the way.

If you wall in your base completely, you'll do yourself more harm than good. How will your Ore Truck get out? How will you respond to that Artillery piece shelling your base? Instead, use passive defenses to funnel attackers *into* your active defenses (which we'll examine in the next section).

If you're truly intent on funneling enemies into kill zones, don't just use single Walls; build double and triple Walls to make it really difficult for them to smash through. Of course, this is impractical for large areas, but in cases where your base has lots of natural defenses, it's feasible.

You can also use Walls to surround individual structures. Favorites include Ore Silos (for protection from Thieves) and Tesla Coils. The Coils are fragile, but their lightning actually jumps over Walls, so you can wall them in completely for an extra degree of protection, with no loss of Coil power.

Cluster Defenses Turrets, Pillboxes, Flame Towers, Tesla Coils, AA Guns, and SAMs—all emplaced, active defenses. Typically they're at their best when they don't have to work alone; cluster them for maximum benefit.

Clustered defenses at key points can be a formidable deterrent; combined with Walls that funnel enemies toward the cluster, they often present an insurmountable challenge for your enemies. Of course, if you don't place them in a good spot, or your base is wide open to attack from all angles, your opponents are likely to attack from a different direction, and gut your base without even dealing with the defenses.

I tend to cluster my defenses into a few basic patterns. A favorite pattern is a line of four adjacent Turrets near the entrance of my base, with a Camouflaged Pillbox slightly ahead of the line (see figure 3-3). This cluster absolutely demolishes enemy Tanks, and shreds infantry who venture too close. I continually repair damaged Turrets during combat, and seldom need to replace them.



Fig. 3-3. A typical cluster of Turrets and a single Pillbox

On the Soviet side, a favorite tactic is to place three Tesla Coils in a triangular formation, with a just few squares between each Coil. I then surround each Coil with Concrete Walls. Note that all three Coils are somewhat removed from the entrance to my base: Flame Towers have the honor of guarding the door. This formation, assembled properly, can destroy just about any land attack. The Flame Towers roast infantry so they don't waste the Tesla Coils' time, and the Coils handle any Tanks that get past the Towers. The Coils are somewhat apart from one another to cover a wide area, but they're close enough that they can help each other out in the case of an all-out assault on one of the Coils.

Cluster air defenses such as AA Guns and SAMs, too. Groups of two or three adjacent AA Guns or SAM Sites are a menace to aircraft of all descriptions. Once you know where enemy aircraft usually come from, place your air defenses where they can shoot down the craft *before* they reach the vital areas of your base. Placing the AA Guns or SAMs right next to vital targets also works, but you run an extra risk of losing structures to bombs or missiles before you can shoot down the aircraft.



You can skip on air defenses against the computer, which tends to attack the same area over and over. Adding lots of air defense to that particular area (perhaps three AA Guns or four SAM Sites) usually solves your problems.

Mines Mines are another active, emplaced defense. Many players mine ore fields, as well as the most common approaches to their bases. You can also lay Mines at the gates of your base, or even within the base itself. AP Mines, in particular, are good for protecting your structures from Thieves, Spies, Engineers, and other shady characters.

Mines require lots of effort. You must send Mine Layers here and there, meticulously placing each Mine, and you must replace the Mines once they've blown up. That's a lot of micromanaging, and you usually can't afford to do it if there's a lot going on at once.

However, at times when you aren't very busy, Mines are an extraordinary way to augment your base defenses and lay traps for the bad guys. A large minefield can absolutely demolish an enemy Tank invasion, stopping it dead. It can also reduce an expensive Ore Truck to scrap. From a defensive standpoint, Mines are very useful; from an *economic* standpoint, they're unparalleled. They give you an opportunity to destroy multiple vehicles and personnel—essentially for free—without risking expensive units of your own.

Roving Defense Squads Emplaced defenses are invaluable. They lack mobility, but they're cheaper than mobile units with comparable firepower. Because you know the enemy is likely to mount an attack on your base at *some* point, you can build lots of cheap emplaced defenses, and when the enemy does attack, you're in a position to destroy expensive armor and infantry with your cheap emplaced defenses.

However, emplaced defenses can't exist by themselves, no matter how strong they are. You must always complement them with an active force of defenders, usually of a large Tank group (typically between six and ten) and a number of support infantry. Figure 3-4 shows a typical defense group on patrol.

This defense squad performs two vital functions. First, it moves to counter enemy attacks, assisting emplaced defenses so superior forces don't overwhelm them. Even a cluster of six Turrets can be overwhelmed by a group of, say, fifteen Heavy Tanks. Unless you send in your own Tanks to counter that attack, all your Turrets will be destroyed.

Also, the defense squad can attack foes your emplaced defenses simply can't reach. Without this defense squad, a V2 Rocket Launcher could sit outside your



Fig. 3-4. Static or emplaced defenses aren't enough. You need a mobile defense force.

Turrets' maximum range and demolish them one by one. The defense squad must take out that V2 before it does too much damage. Similarly, a Destroyer might coast up to the shoreline and start pelting your base. Your defense force can drive up to the shore and return fire, but your emplaced defenses usually are incapable of returning fire.

Formations and Land Attack Groups

You can force your units into formation by assigning them to a group and pressing **[F]**. A group in formation won't keep its shape while marching, but it re-forms when it halts. (The formation does maintain some semblance of its shape while moving, but not with any degree of precision.)

In theory, formations are great, but in practice they're problematic. Formations tend to move very slowly, and don't react well to your commands. For example, during an indoor campaign mission you might wish to place a group of Rifle Infantry in a formation to better handle enemy infantry. However, when you encounter



enemy infantry, you'll sometimes find that individual units are more interested in getting to their proper place in the formation than in shooting at the enemy. Furthermore, if your group encounters a hostile and deadly Flame Tower, you might have problems getting it to stop. The bottom line is that formations can be awkward. Experiment with them to get a better sense of their drawbacks.

On the other hand, if you have a big, sluggish army made up of Heavy Tanks and lots of infantry, you might want to move it in formation until it reaches the enemy base. This keeps the infantry in the midst of the Tanks, avoiding the usual problem of your army arriving in several small clumps instead of a huge mass.

While you shouldn't rely on formations too heavily, you still need to build armies and attack groups, and you should observe certain rules when doing so. Rigid formations aren't necessary, but a general marching order and combat position definitely help. Here's a few suggestions on what units to use in your land attack groups, and how to position them for the strike.

Building a Land-Based Army

Land-based armies and attack groups need lots of Tanks. You can create highly effective attack groups made up of nothing but Tanks, but in most cases, extra units are extremely helpful. Though different situations usually call for different units, here's the ratio of Tanks to other units in one of my typical attack groups:

50% Tanks

40% Support Infantry

10% Support Vehicles

Using this ratio as a guideline, I could form an attack group made up of 10 Heavy Tanks, eight Infantry (say, five Flame Infantry and three Rocket Infantry), and two support vehicles (two V2 Rocket Launchers).

This army would be versatile and well-defended. Its Heavy Tanks provide most of the punch against vehicles and structures; the Flame Infantry hose down enemy infantry with ease; and the Rocket Launchers can demolish base defenses from afar. Rocket Infantry provide some defense against aircraft.

This is by no means a perfect army for all situations, but it illustrates a few principles that serve well: Build your armies with lots of Tanks, a decent number of infantry for fire support, and just a few support vehicles. If you add more infantry than Tanks, they'll only get squished. And if you add too many Artillery (or other supporting units) in place of Tanks, you'll have an army that enemy armor units or emplaced defenses can quickly shred.



Organizing Your Army

How best should you organize the foregoing army? Always place Tanks in the lead, either in a line, with infantry marching behind, or in a mass, with infantry scattered between them. Either way, the idea is to prevent easy squishing of the infantry. You must take extra care with Flame Infantry, though, because they can easily damage your own Tanks.

Place Artillery and Rocket Soldiers well back from the Tanks. Artillery is best for destroying structures, and the Rocket Soldiers' main function is to provide air defense, though they can also be helpful against structures and emplaced defenses. Neither unit will help immensely in land combat, and you should therefore protect them.

Some players devise much more elaborate marching orders and attack formations, but in practice, I find combat is far too messy to worry about these issues. I just try to protect my soldiers from enemy vehicles, and keep my support vehicles well to the rear (see figure 3-5). If I can manage that, I generally come out on top.

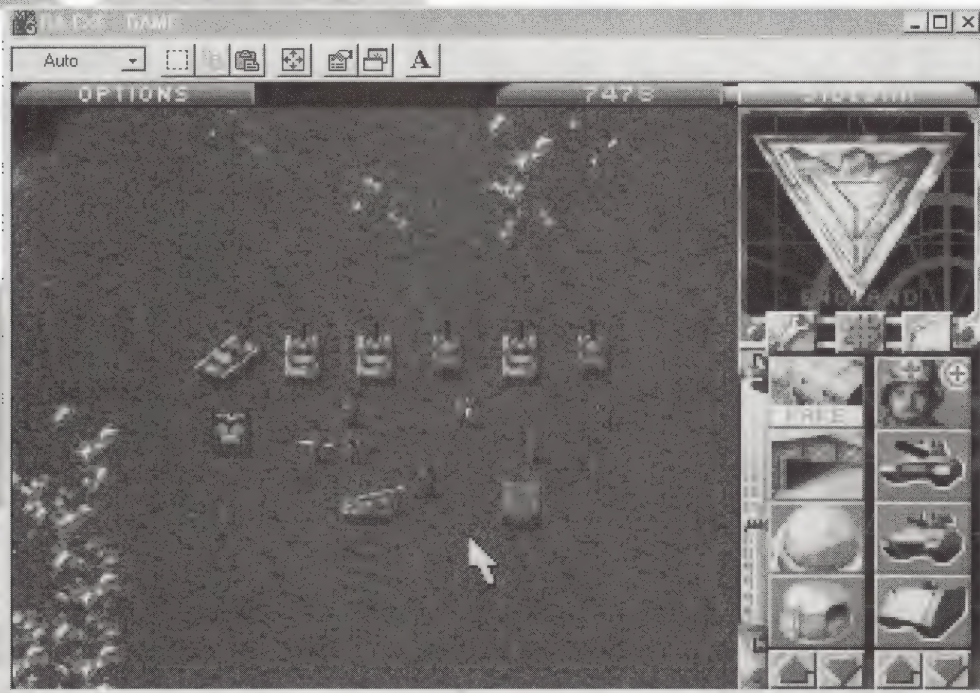


Fig. 3-5. This isn't a pretty formation, but it's effective.



Assault Tactics

Just assembling a tough strike force isn't enough; you still must figure out what to do when you run into formidable opposition. This section provides tips for destroying enemy bases and Ore Trucks. Some of these tactics may be obvious, but they're central to both single- and multiplayer games.

Chipping Away Defenses vs. Charging In

When you attack an enemy base with a single army or strike force, there are generally two ways to go about it. One is to park your army nearby and use Artillery, Destroyers, V2 Rocket Launchers or a similar long-range unit to chip away at emplaced defenses. As you do this, a smart opponent usually will send out a force of Tanks to attack your Artillery or Rocket Launchers, but often you can counter this force with your own Tanks. Just be sure not to put your Tanks in range of the enemy's emplaced defenses.

The other standard assault technique involves charging your whole force into the enemy base—or at least partway into it—and attacking enemy units only after you get there.

Both tactics can be useful, against both human and computer opponents. Chipping away defenses works best when the enemy base has lots of emplaced defenses but not many armor units. In this case, you can pummel the base defenses without much fear of retaliation. Also, this technique can be good when your army just isn't big enough to charge in successfully. If the bad guys come out of their base to attack you, you can always try to flee, especially if you're playing the Allied side, with their smaller and faster Tanks.

Charging in, however, can be better in situations where the enemy's emplaced defenses are light, or when you've mustered sufficient forces to deliver a knockout blow. In these cases it's silly to sit outside the gates and chip away at defenses; that just gives your opponent time to build new armor and infantry units inside the base, or send a distant army home for base defense. By charging in, you can quickly eliminate all major threats, and then take out key structures like the War Factory (to prevent further armor production) and the Construction Yard (to prevent further construction). By charging in, you can take out valuable structures before the enemy can marshal his forces and send them back for defense.

Finally, there are times when your army is too small to conquer an enemy base; by charging in, however, you can take down a particular structure before the enemy has time to respond. This works best with fast units such as Light Tanks. You're



almost guaranteed to lose all your units in the attack, but sometimes it's worth the loss. Demolishing your enemy's only Construction Yard, for example, is often worth these suicidal tactics.

You must decide which tactic is best for your situation. It isn't always clear, but experience will teach you when to attack conservatively, and when to engage in full-scale assaults.

Multiple-Wave Invasions

In most single-player games, you'll do best to attack enemy bases in one huge group. Dividing your forces weakens them, and exposes them to more damage from emplaced defenses. Leave them in a single group, so they can quickly swarm and destroy emplaced defenses.

However, multiplayer games introduce a couple of elements that aren't present in single-player games—namely, deception and surprise. In multiplayer games, you'll often find value in tricking your opponent.

One simple way to trick your opponents is to attack the enemy base from one direction with a small Tank force that can't hope to win. Allow them to take a few losses, and then drive them away in hopes the enemy will pursue. Especially if you're dealing with inexperienced players, you can lure the base's defenders away with this small force and then bring your main force in from another direction. If you lured the enemy units far enough away, you'll have time to crush the base's most valuable structures with your main assault force.

Experiment with other types of multiple-wave invasions: The possibilities are numerous. For example, a common tactic is to follow up an air strike with a quick assault that damages the structure the air strike targeted.

Ore Truck Assaults

When dealing with enemy Ore Trucks, it's best either to mine them into oblivion, or to overwhelm them with a massive force. Both computer and human opponents guard their Ore Trucks closely, so the trick is to mass enough firepower to destroy them quickly, before the defenders arrive. You'll accomplish this most easily using a huge air strike or a massive Tank raid.

Specialized Defense Tactics

This section is a grab bag of defensive tactics. Some work best in single-player mode, and some only in multiplayer mode. These techniques represent some of the



simplest—and most effective—defensive tactics you can engage in. As you participate in multiplayer games, inevitably you'll develop your own personal tactics for defending your base and units.

Base Retreats

Red Alert's computer opponent just doesn't know when to quit. Once it's engaged in battle, it usually continues to the bitter end. You, on the other hand, should retreat whenever it's to your advantage.

When guarding ore fields, never hesitate to fire a few shots on the enemy and then fall back into your base. Computer-controlled forces inevitably will follow, and you can make short work of them with the aid of your base's emplaced defenses.

Roadblocking

It's important to locate the map's choke points, such as bridges and narrow passes. It's often useful to guard these passes with a Tank army (see in figure 3-6), thereby protecting your ore fields from enemy incursion. Optionally, you can mine them into oblivion.



Fig. 3-6. Blocking crucial passes is a great tactic in single-player games.



Blocking specific areas of the map is most valuable in single-player games, where the computer opponent keeps approaching your base from a single direction, and usually fails either to sneak around your forces or to mount a sufficient attack to displace them. Human opponents usually are much more effective at dealing with stationary armies, so you have more incentive to keep your army on the move.

Preventive Mining

Defensive mining can be a powerful tool if you've got the time and patience for it. You can mine the heck out of the main approaches to your base, as well as your own ore fields and those of your opponent. These Mines will cut enemy forces down to a reasonable size, allowing a relatively modest defense force to finish off attackers with ease.

Ore Trucks are extremely vulnerable to Mines for two reasons: Mines are hard to detect in ore fields, and Ore Trucks typically move of their own volition, instead of being constantly controlled by a player. Player-controlled vehicles typically are very Mine-conscious, but Ore Trucks meander all over the place, and hence are quite vulnerable.

Distraction Techniques

In multiplayer games, it's easy to be forced into a defensive posture. In these cases you'll find yourself reacting to enemy attacks but not initiating any attacks of your own. This is a losing situation, because it's usually easier to go on the offensive than it is to counter your opponents' moves. In defending your base you simply hold your ground, while your opponent has much more to gain from his attacks—namely, victory.

If you find yourself in this situation, it's often best to take a chance and mount an attack on the enemy base. It can be a small diversionary attack or a full-scale attack: What matters is that you do something your opponent must react to.

Remember that in multiplayer games your opponents can only monitor one place at a time. If you send units to attack their base, they're likely to respond to that, and will manage their other troops less effectively during that time. That's why a poorly executed offensive can be better than a strong defensive stand: More than simply destroying enemy units, it forces your opponent to react, occupies his time, and forces him to focus on parts of the battlefield he doesn't necessarily want to focus on.



Aircraft Primer

Aircraft are very dissimilar to land units. Their speed and power makes them a legitimate threat both in single- and multiplayer games, but their power is ephemeral—strike and retreat, strike and retreat. They can't replace a land army, but they can make a land army's job much easier, and wreak havoc on various aspects of your opponent's mining and combat operations.

Airfields and Helipads

Always build enough Helipads to accommodate most or all of your Helicopters. Without the Helipads, you'll spend far too much time moving Helicopters from one place to another for reloading. I find it beneficial to lump all my Helipads and Airfields into one area, so I can select all the aircraft at once. Airfields and Helipads are very space-intensive, and there's really no good way to protect them, except for a strong mobile defense force. Figure 3-7 shows a typical cluster of Helipads.



Fig. 3-7. Helipads tend to sprawl beyond the range of your base's emplaced defenses.



It's easy to forget that Helipads and Airfields require power. Build extra Power Plants before undertaking massive Airfield or Helipad construction, to prevent deadly power outages and consequent shutdown of antiaircraft weapons or Tesla Coils.

Assembling Strike Groups

Aircraft, no matter what type they are, are best in large groups. Individual aircraft can't deliver enough punch to destroy most targets, and by the time they've reloaded at your base, the target likely has either moved, been repaired, or been protected somehow from further air strikes.

For truly effective air strikes, you need at least six aircraft. Six to eight MIGs, Apaches or Hinds can destroy most targets outright.

Aircraft Capabilities

Though some aircraft are better than others at specific tasks, there is one simple rule of thumb: Large, expensive units and structures are their best targets. Your aircraft are too expensive and fragile to use for simple infantry-killing missions. Likewise, you're just wasting time by attacking small units like Rangers or APCs with your aircraft. Vital structures and large units are a much better choice: The best units to pick on are Cruisers, Ore Trucks, Heavy Tanks, and Mammoth Tanks (despite the Tanks' antiaircraft missiles). Just be sure to use Helicopters instead of planes when attacking Mammoth Tanks.

Aircraft duels are extremely uncommon in *Red Alert*, though you can initiate them in some cases by targeting enemy aircraft with your own. The best way to handle enemy air power is usually with strong surface-to-air weapons such as AA Guns and Rocket Soldiers.

Naval Primer

Naval units range from highly versatile (Destroyers) to highly specialized (Submarines). If there's a significant amount of water on the map, you can bet that naval units will be a significant factor in the upcoming battle.

Naval units will never replace your bread-and-butter land units, nor can they duplicate the speed of aircraft. In many key respects, naval units fall somewhere between air and land forces. Air strikes are brief and concentrated, and can't demolish a base quickly or destroy multiple targets at once. They can't truly assume control of an area, but merely destroy selected units and structures within that area. Conversely, land units are less mobile, but have no trouble with any of these tasks. Naval units *are* capable of destroying multiple targets and effectively taking control



of an area, but their sphere of influence is limited to areas adjoining the water. Depending on the map, this can be a huge limitation or a triviality.

Building Naval Yards and Sub Pens

If you build only one Naval Yard or Sub Pen, and the enemy already has naval units in the area, you can find yourself in the uncomfortable position of seeing your Naval Yard or Sub Pen destroyed—repeatedly—before you can produce any units to defend it. The only solution is to keep repairing the Yard or Pen, keep trying to produce naval units, and try to build another Yard or Pen while the first one is being attacked. Land units can sometimes help defend the structure, but not if the attackers are sitting at extreme range.

The key is to start your naval presence early. If you get off to a late start, your enemies will rule the seas, and there's very little you can do about it. Computer opponents are rarely so aggressive that this happens, but human players are quite capable of completely shutting down your naval operation.

Dynamics of Naval Combat

Submarines are the best antiship units. They can attack Destroyers and Gunboats at ranges where the Allied units can't return fire, and their torpedoes are extremely powerful. Cruisers are especially vulnerable to Submarines' depredations.

As with land combat, the key to success is to build large packs of Submarines or Destroyers, so you can shred enemy units in mere seconds. Allies tend to fare badly in naval combat they don't control directly, because Subs have better range than the Allied units. Allied ships do much better against Subs when their controlling player sails them very close to the Subs. At close range, Subs tend to block each other's line of fire, and the Allies' inaccurate depth charges strike home more frequently. Furthermore, the Submarines' torpedoes often miss a craft heading full-speed toward them.

Soviet Subs have the advantage of stealth, forcing the Allies to play a deadly guessing game. However, Submarines' inability to attack land or air units makes surplus Subs undesirable. Overzealous Soviet admirals can easily waste credits by building too many Submarines, only to see them sit idly in the background as the battle unfolds.

Assembling Strike Groups

As I mentioned earlier, you must assemble strike groups if you want your naval units to be effective. For Soviet players, this is simple: Get a big pack of Subs! For Allied



players, it's usually a question of building several Destroyers and a few Cruisers, and then sailing them together. Extra Destroyers provide better defense, while extra Cruisers provide devastating offense (but they're vulnerable if their Destroyer escorts are neutralized). Therefore, when in doubt, it's often better to have too many Destroyers than too few.

Campaign and Multiplayer Tips

Here are some tips for beating typical campaign missions, and getting started in typical multiplayer games. These strategies won't apply to every scenario, but they paint an accurate (if general) picture of what you can expect.

Standard Operating Procedure: Base-Building Missions

The typical campaign mission involves building up your side's base and eventually attacking the enemy base. Here's a rough overview of how to handle a typical base-building mission. With some modifications, this plan will help you beat a variety of campaign missions.

You start most of these missions with a small defense force and an MCV. Locate the nearest ore field and place your MCV close to it. Build an Ore Refinery or two, with four to six Ore Trucks. Two War Factories are also helpful, as are all the standard base structures (Radar Dome, Power Plants, Repair Depot, and so forth).

Computer-controlled air attacks typically concentrate in one area. Build several antiaircraft structures in that area, and you can really limit enemy air strikes. Land attacks usually come from two or three directions, but a few clustered Turrets and Pillboxes should help deal with the threat. Note that these land defenses are unnecessary and even undesirable on some missions, but typically are useful in true base-building missions, where the objective is simply to annihilate the enemy base while defending your own.

As a rule of thumb, you should produce Ore Trucks before building other vehicles, *unless* you're threatened early in the game. In this case you should build a mix of Tanks and Ore Trucks. Once you have enough Trucks, you can devote your attention to churning out Tanks. Don't worry about building too many Tanks; it's hard to have too many Tanks in *Red Alert*!

Keep your Tanks close to home, occasionally sending them out as a group to handle enemy units that harass your Ore Trucks. Eventually the Tank group will grow quite large—around 10 to 15 Tanks, plus a few miscellaneous infantry. Depending on the terrain, you might want to send them out to guard an ore field at this point. Many maps give you a small, convenient ore field to start with, but force



you to compete for the map's larger fields. By blocking key passes or simply sitting in the middle of these fields, a large Tank army can protect friendly Ore Trucks and destroy enemy Ore Trucks, thus cutting down enemy ore supplies.

Continue to build new Tanks. Send some of these to join your main army, while leaving the remainder at your base for defense. The computer isn't very adept at mounting massive assaults, so you're unlikely to face any base raids that a few Pillboxes and Tanks can't handle. Enemy air activity likely will shift at this point, with planes and Helicopters harassing your Tank army instead of your base. If this occurs, send four Rocket Soldiers in an APC to join the army. The Rocket Soldiers will shoot down aircraft with impunity.

Keep adding to your Tank army. Send damaged units back to the base for repairs, and send healthy units out to replace them. Eventually your army will reach a point where it can overwhelm the enemy base. Add a few Artillery to take out emplaced defenses, and move in for the kill.

There are many variations on this strategy, the most common involving aerial raids. This technique can be invaluable. (I describe it in detail under "The Aerial Knockout".)

In missions where you must cross water to reach the enemy base, there's another step: You must build Naval Yards or Sub Pens and enough combat-ready naval units to clear a path to the enemy mainland. Once the seas are clear, build four or five Transports and stock them full of armor units. Send them to the other shore. These 20 to 25 armor units are generally enough to deliver a knockout blow.

Standard Operating Procedure: Infiltration Missions

Several campaign missions require you to infiltrate a specific building, extract someone from an enemy base, or otherwise perform sneaky operations with Spies, Engineers, or similar units. Your approach to these missions will depend on the circumstances.

In missions where you have only a finite number of units and no Construction Yard, your mission is clear: You must proceed with what little you've got. A major key to these missions is conservation of units and resources. Regardless of whether you're supposed to kill the enemy units or sneak past them, it's a rule of thumb that you shouldn't save the game after losing important units. Instead, save after victories where you haven't sustained any casualties.

Simple observation easily teaches you how to proceed with your mission. If your only unit is a Spy, you know there must be some way to sneak him through



enemy lines. If you've got Tanya and a single Artillery piece, you'll probably end up demolishing an enemy base very slowly, a bit at a time.

When you have a Construction Yard at your disposal, things are different. In this case, you can try to infiltrate the enemy base with stealth (using a single Spy, for example), power (a full-scale attack force), or a combination thereof (such as a smaller attack force that buys your Spy time, or kills impeding Attack Dogs).

Many campaign missions require both base-building and infiltration tactics. It's important to figure out exactly what's necessary, and in what order to approach your goals. Often, approaching your goals in reverse order makes your job much easier. For example, in one Allied mission you're supposed to infiltrate Soviet research centers, and *then* destroy all Soviet units. However, you'll find that you can instead build up a full-scale attack force, level most of the structures in the Soviet base, and then waltz your Spy inside a Technology Center when the Soviets are all but crushed. Keep a lookout for opportunities like this.

The key to figuring out a mission with unusual goals is to examine it from a resource standpoint. Look at your resources, your enemy's resources, and the time available to you. Try to figure out the best solution for your problem—stealthy raids, full-scale attacks, or a combination of the two, such as a Tank group that distracts the enemy while you perform your mission objectives. If you try one approach and it seems impossible, chances are it is. Try another approach. The more you try, the more you'll learn about the terrain and your opponent.

Standard Operating Procedure: Indoor Missions

Many players dislike indoor missions because they can be tricky and unforgiving. The typical indoor mission requires you to move limited numbers of troops through a dangerous indoor setting, conserving every last Rifle Infantry and Engineer until you've accomplished your goals. Reinforcements are infrequent, and there's usually a timer that adds extra difficulty. You must take care not to lose your starting units; on the other hand, you can't be too slow, for fear of running out of time.

The key to beating these missions is to save the game after every little victory. Though many players dislike saving after every encounter, you'll find the small margin for error in indoor missions makes it imperative to save the game after each battle where your troops sustained no heavy injuries. These frequent, periodic saves can be a pain, but they ensure that you continually make progress, instead of starting from the same point over and over.

Aside from frequent game-saving, the rules of indoor missions are simple. Move your combat units in groups, and in very small steps. This allows the units to



return fire quickly instead of wandering to and fro. Scout the terrain thoroughly, and keep a sharp lookout for bonus items, extra troops, or computer consoles that can deactivate your biggest obstacles. Often you can destroy or deactivate obstacles such as Flame Towers that rain instant death on your men. It's just a question of exploring.

Standard Operating Procedure: Multiplayer Games

Multiplayer games are far more interesting than single-player missions, and much harder to give advice for. Your opponents will vary tremendously in skill and technique, so the best I can do is give you some food for thought. Here are a few tips:

- The same basic techniques that apply to single-player games will also apply to multiplayer games, but there are definite changes. Right away, you'll notice that human players defend their bases much better than computer opponents, and mount *much* better full-scale attacks. They also use Mines aggressively, and tend to establish extra bases on large maps.
- Ore is precious in multiplayer games, because several parties are making a grab for it. Multiple Ore Trucks and Ore Refineries are crucial. Ore Trucks are extremely vulnerable in single-player games, and are often the focal point of the battle. Lose your Ore Trucks and you'll lose the game.
- Depending on the number of players and who allies with whom, you can often do well in multiplayer games by playing conservatively, keeping your main force in your base to discourage attacks. Later, after your opponents have divided up the map and depleted each other's resources, you'll be better prepared to strike.
- If you're playing only against a single opponent, or you're teamed up against a single enemy, then aggressive play is much more effective than conservative play. Frequent raids and feints might not destroy too many enemy units, but they can disrupt your opponent's game plan.
- Don't get caught up in little things like killing individual units. Human players can mount massive assaults, and often will bait you into committing your forces or wasting your time attacking minor threats. For this reason, it's often productive to send an occasional unit to sneak into your opponent's base or harass his Ore Trucks.



- Try to disguise your intentions. Use Mobile Gap Generators to hide your forces, or use well-timed air strikes to distract enemies before mounting a major raid. Harassing enemy Ore Trucks is a great way to distract an opponent before your main base assault.
- Capitalize on your strengths. If you're playing the Allies, defend your base tenaciously, and use stealth and trickery to your advantage. If you're the Soviets, try for a quick knockout with Tanks, or establish control of pivotal ore fields with your superior armor units.
- Above all, when you're beaten, ask your opponent what he did to beat you, or watch him as he plays against someone else. Ask him what he thinks you did wrong. If he isn't a jerk, he'll probably give you some valuable tips. Watching a good player in action is absolutely the best way to learn.

Miscellaneous Tips and Tricks

This compilation of tips and tricks includes both honorable strategies and questionable tactics. I wouldn't say the latter are *cheats*, exactly, but . . . you get the idea. Use them or ignore them, but it's best that you know they exist, especially in the super-competitive atmosphere of multiplayer skirmishes.

Concentrating Fire

Whether in single- or multiplayer games, the best way to take on enemy armies is to concentrate your entire army's shots on one unit at a time. This reduces the number of guns firing at your army, and allows you to crush opponents more quickly than you would by letting your units fire at several different targets.

In typical land combat situations, you should take out V2 Rocket Launchers and Artillery first, Tanks next, and Mammoth Tanks last. The Mammoth Tanks are very durable, and you'll end up wasting lots of time penetrating their armor. That's why you're usually better off destroying support units first, and then picking on the Mammoths.

The Aerial Knockout

Air units can make campaign missions a lot easier. They aren't feasible on certain maps, especially those where limited ore prohibits constructing large and costly Airfields or Helipads. However, it's not an exaggeration to say the Aerial Knockout will help you win the majority of your later campaign missions.



The essence of this tactic is to follow the standard base-building procedures I outlined earlier, but when you have a decent-sized Tank army, start building Airfields or Helipads. Construct around seven or eight of these, each with a MIG, Hind, or Apache. Form these planes or Helicopters into a strike force and use it to demolish the computer's Construction Yards. Then destroy his War Factories or Ore Refineries, and the game essentially is over. Without critical vehicle-building structures or ore producers, and without the ability to replace these structures, the computer is either bled dry of credits or forced to churn out infantry and air units (neither has the staying power of a Tank army). Use your aircraft to destroy other important or vulnerable structures, and eventually you can move in your Tank army to crush your helpless opponent's base.

You'll probably lose several MIGs or Helicopters when you attempt these tactics, especially if the enemy has good air defenses. You must decide, based on the situation, whether to destroy the aerial defenses first, or to ignore them and go right for the vital structures. You'll lose a few aircraft either way, but using your Repair Depot will minimize your losses.

Your computer opponent seldom has so many antiaircraft defenses that this tactic fails; it can be costly, but it's usually successful. Knocking out the enemy Construction Yard(s) is the most important part, because after you accomplish that, the enemy can't replace any structures you destroy. Unless you're dangerously low on credits or units, you've pretty much won the game once every enemy Construction Yard is gone.

The Money Cheat

If you start building a structure (preferably an expensive one), but then abort construction instead of placing it, the ore you used to pay for that structure is refunded to you as credits. That means you can avoid building extra Ore Silos by starting and then canceling unnecessary construction projects. Yes, it's cheap—but it works.

Spotting Hidden Mines

There are a variety of ways to detect and disable hidden Mines. If they're located near your base, they show up as red patches when you attempt to place new structures. Thus, if you're really concerned about Mines near your base, you can use structure placement to find them. You can also use the Force Fire command (**Ctrl** + left click) to shoot at terrain and detonate any Mines in the vicinity.

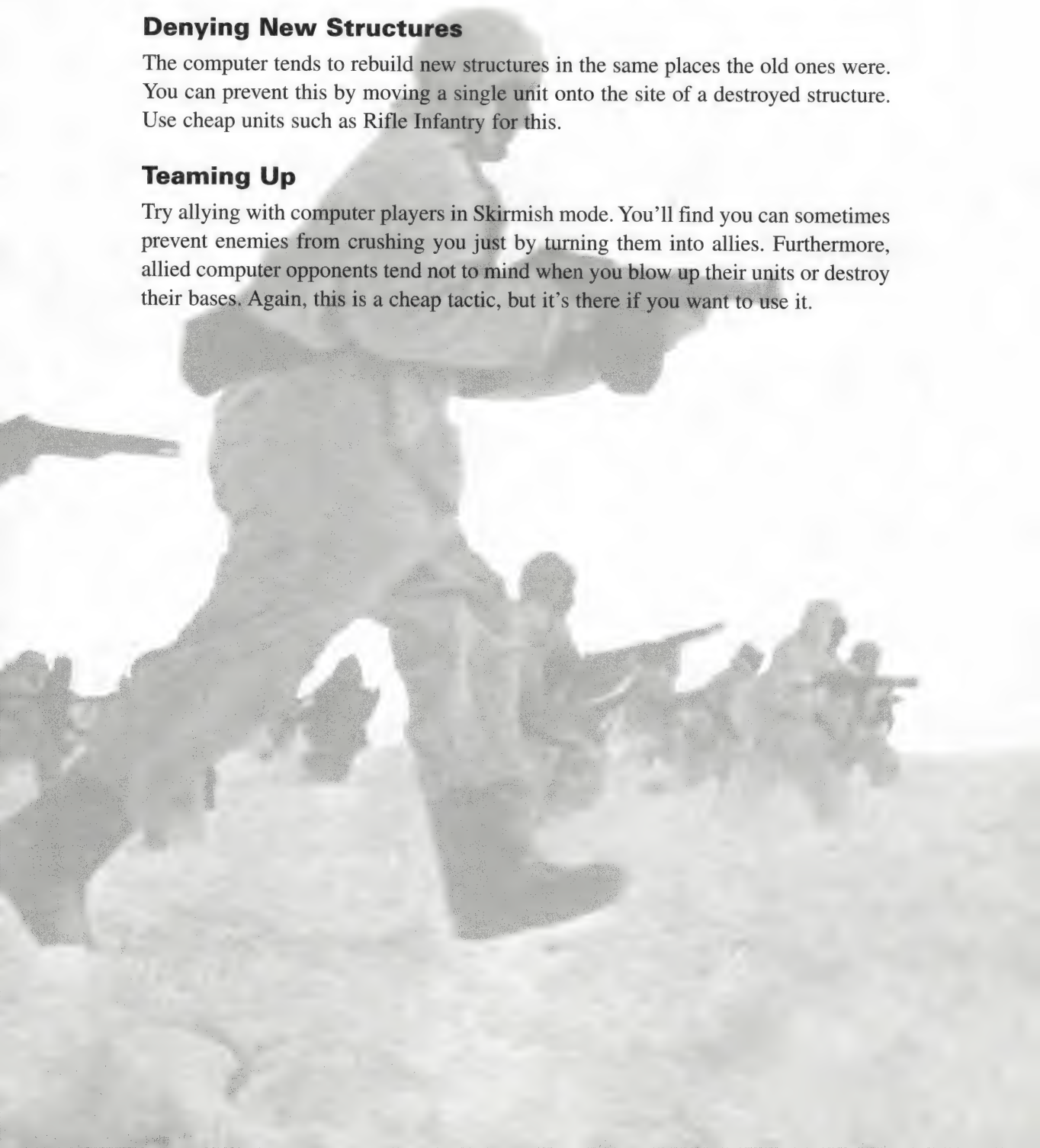


Denying New Structures

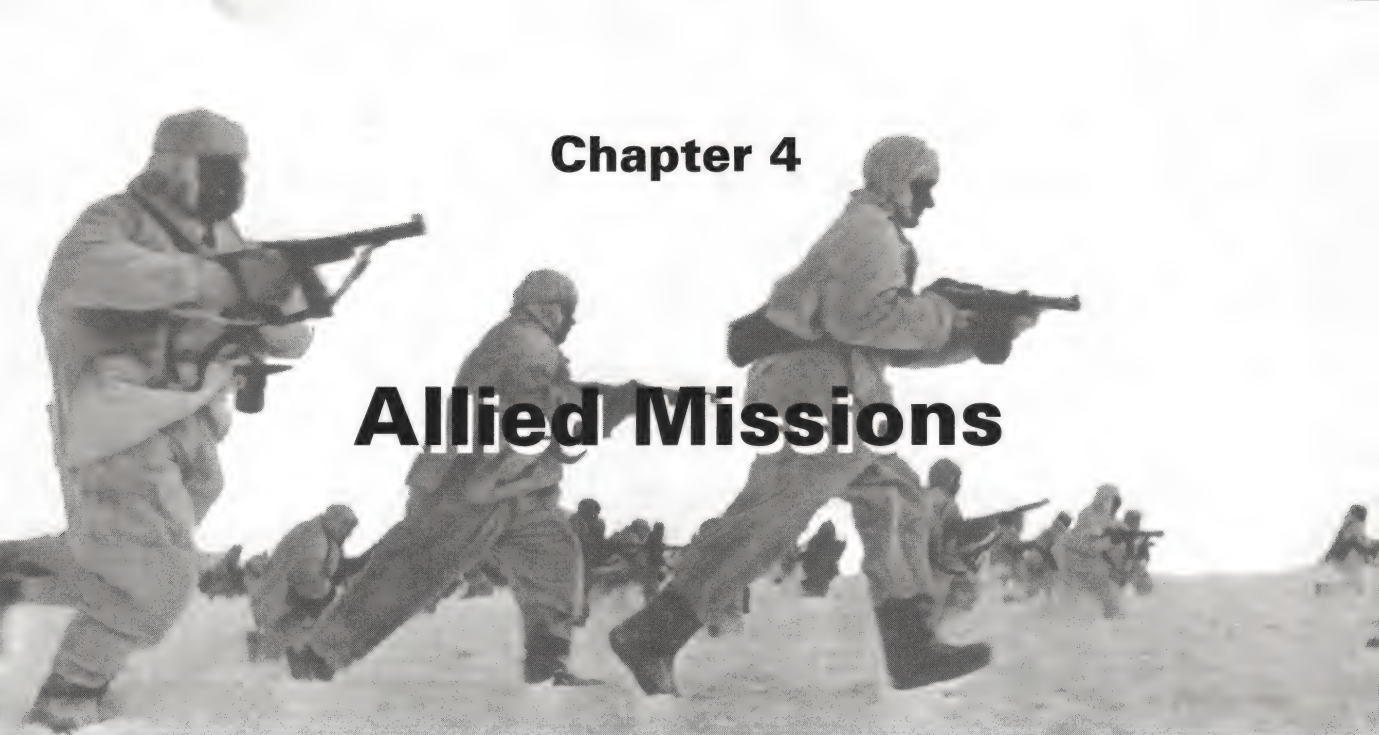
The computer tends to rebuild new structures in the same places the old ones were. You can prevent this by moving a single unit onto the site of a destroyed structure. Use cheap units such as Rifle Infantry for this.

Teaming Up

Try allying with computer players in Skirmish mode. You'll find you can sometimes prevent enemies from crushing you just by turning them into allies. Furthermore, allied computer opponents tend not to mind when you blow up their units or destroy their bases. Again, this is a cheap tactic, but it's there if you want to use it.







Chapter 4

Allied Missions

This chapter provides you with hints, tips, and specific strategies for beating every Allied mission in *Command & Conquer: Red Alert*. Because this is a real-time game with some random elements, I can't guarantee you'll succeed on the first try every time. However, I came by every strategy in this chapter the hard way—by using it to beat the Soviets decisively. Rest assured I won't steer you wrong.

Each mission's "Tactical Objectives" section gives you an overview of your goals, along with notes on the mission's central difficulties. The "Intelligence Briefing" outlines the overall plan you'll use to beat the Soviets. Finally, the "Strategy" section provides a step-by-step game plan that will lead you to victory.

Each mission contains an intelligence map that gives you a picture of your surroundings. These maps don't show every little thing on the battlefield, but they *do* give you a good working knowledge of your surroundings, and pinpoint the most important locations.

If you still have problems winning using the tips that follow, refer to Chapter 3 and brush up on your general game strategy. The keys to winning most missions lie in the universal base-building and assault strategies you'll find there.

One final note: If you aren't sure which mission you're playing, press the **[Esc]** during normal gameplay to bring up the Options menu. In the bottom right corner of this menu, you'll notice a seemingly nonsensical string of numbers and letters. This is actually a filename containing the number and letter of the mission. For example, if you press **[Esc]** in "Allied Mission 1," you'll see this in the bottom right corner:

SCG09EB.INI



The 1 and the A (underlined here) tell you you're playing Mission 1A. All missions follow this numbering format. Again, if you were to press **[Esc]** during Mission 9B, you'd see this in the corner:

SCG09EB.INI

Now that you know where to look, it's easy to confirm that you're playing Mission 9B.

Whenever you have a choice of missions on the main game map, the “top” (north) arrow always points to the ‘A’ map, the next lowest arrow points to the ‘B’ map, and the lowest points to the ‘C’ map. Remember this, and you'll always know which mission you're picking—before you start playing.

And now, without further ado, let's get on with the missions!

Mission 1: Rescue Einstein

Difficulty Rating: Easy

Mission Objective: Find Albert Einstein and get him into an Allied helicopter.

Starting Forces: 5 Infantry, 3 Rangers, and Tanya (plus gradual reinforcements)

Tactical Objectives

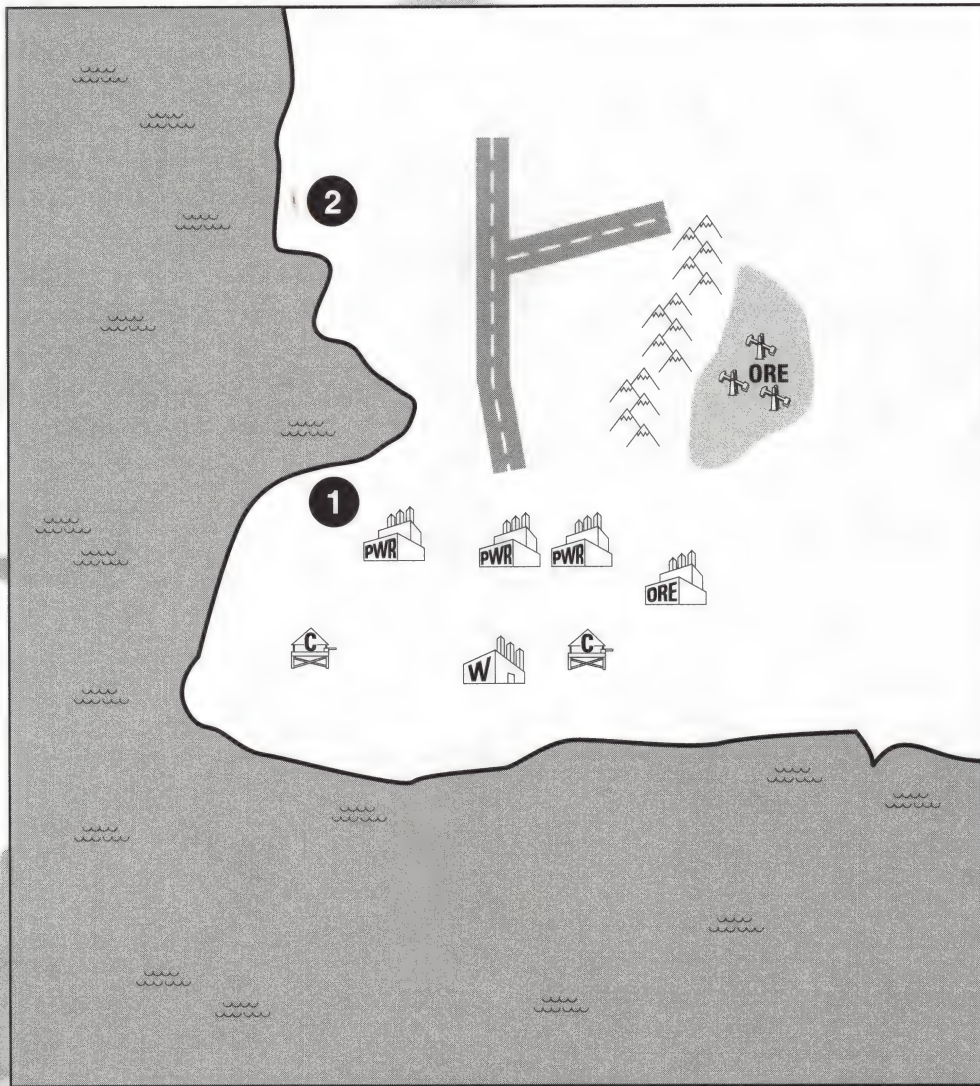
This mission charges you with finding Einstein and then sending him to an Allied helicopter. You have a strong attack force to work with, and Einstein is very close at hand. In essence, this mission is geared just toward getting your feet wet. It's easy to win if you proceed with caution, but if you charge in recklessly, you'll take heavy casualties despite the weak opposition.

This mission also provides you with an opportunity to learn about Tanya, your one-woman wrecking crew. She'll show up frequently as the game progresses. Try to beat the enemy using her alone, and you'll be better prepared to use her talents in later missions.

Intelligence Briefing

Tesla Coils, a few Rifle Infantry, and not much else guard the base you must attack. The Tesla Coils normally would pose a problem, but Tanya provides you with an easy way to sabotage their power supply and render the Soviet base defenseless.

Several things go on in this mission that you have no control over: Reinforcements arrive periodically, a helicopter lands at a predetermined site, and Cruisers start shelling the base soon after you discover Einstein. A lot goes on, so keep your eyes peeled. Failing to notice such events can be deadly.



Strategy

At the start of the mission, simply wait for your Rangers to shoot down the Soviet Rifle Infantry approaching from the south. After a few moments, Tanya appears in a Transport helicopter. Select her and have her methodically target and kill all Rifle Infantry, starting with the closest. First, however, have her shoot the barrels to the southwest (at Point 1). When they explode, the chain reaction takes out a Power Plant and renders the Tesla Coils temporarily inoperative. Then have Tanya destroy the two other Power Plants, just to be sure the Coils don't revive anytime soon.



Now have her proceed south, killing any infantry she sees. Two soldiers guard the entrance to a special building in the center of the base; when these two have been killed, Einstein appears from within. Note that Einstein is a civilian in a white lab coat, and you *can* select him and give him direct orders. Click on him to take control, and send him north. A Transport helicopter soon lands at Point 2; move Einstein inside it to win the mission.

Once Einstein appears, it's only a matter of time before a fleet of Cruisers from the south start shelling the Soviet base. Any friendly units wandering around the base are at risk from incoming shells, so send both Einstein and Tanya north as soon as you discover Einstein.

The mission fails if either Einstein or Tanya dies. However, Tanya is skilled enough that she should be able to handle the entire mission herself, without taking much damage at all. Give it a try!

Mission 2: Clear the Way

Difficulty Rating: Easy

Mission Objective: Clear the road of Soviets, so a convoy can get through.

Starting Forces: 8 Rifle Infantry, 1 Medic, 1 Ranger, 1 Mobile Construction Vehicle (plus gradual reinforcements)

Tactical Objectives

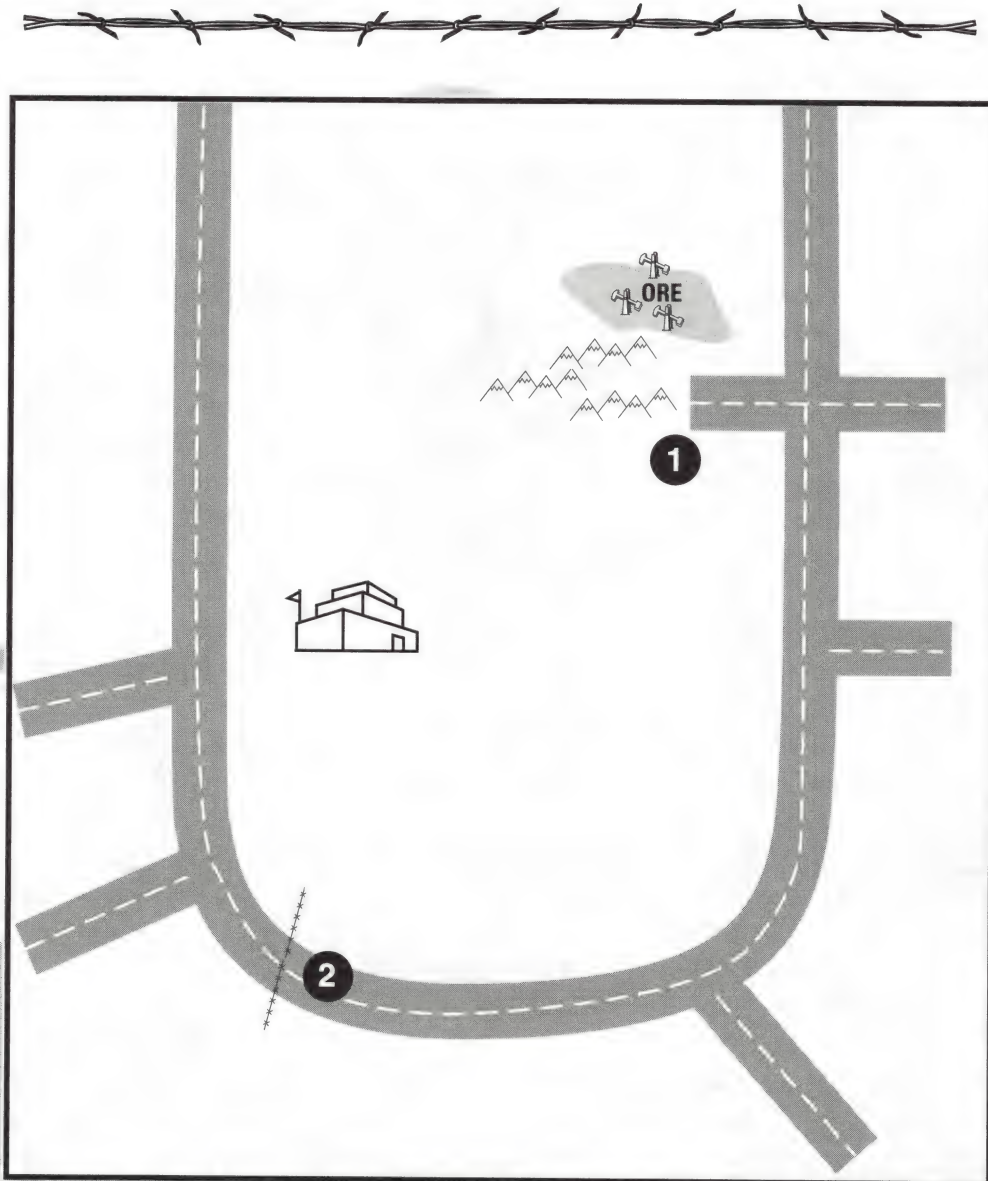
Your mission is to clear the roads of enemy forces within 25 minutes. In essence, this just means you must seek all enemies and destroy them.

This mission gives you a first taste of base construction, though you don't have time to build anything large or elaborate. Essentially, you'll gear your efforts toward producing lots of extra Rifle Infantry to sweep the map clean of Soviet influence.

Consult the timer in the upper screen area at any point to learn how much time remains. Don't panic; simply proceed at a brisk pace, and you should have little difficulty succeeding.

Intelligence Briefing

This mission's terrain is more complex than the map suggests. However, I've removed all the extraneous features to give you a basic representation of what goes on. The road you must clear forms a large U; the convoy appears from the northwest, proceeds south along the road, and eventually disappears to the southeast. You



just have to ensure the road is clear when the timer reaches zero. Forget about the rest of the terrain.

The enemy base in the map's southwest corner, near the road, produces no new soldiers over time; you can largely ignore it.

Strategy

You start in the northeast corner of the map, near Point 1. Set up your MCV and build a Power Plant. Meanwhile, deploy your infantry and Rangers in a defensive



posture, near the southwest corner of your new base. Next, build an Ore Refinery, an Ore Silo, and a Barracks.

A trickle of enemy soldiers and Attack Dogs will harass your base, but they aren't anything you can't handle. Let your troops take care of the base; meanwhile, churn out as many Rifle Infantry as you can. Also, build a single Rocket Soldier.

Next, select a big group of Rifle Infantry (at least 20), with a few Rangers and a Medic or two for support. Use [Ctrl] + [1] to assign them all to Group 1; this makes your job easier, allowing you to view the group quickly with the [1] and [Alt] + [1]. (Refer to your game manual for more information on creating groups.)

Send this group south along the road. Kill enemy infantry whenever you find them. If you follow the main road, you'll eventually hit a Barbed-Wire barrier at Point 2. Send the Rocket Soldier you created earlier to destroy the fence at Point 2, and then proceed along the road with your attack force. It shouldn't be much trouble to clear the road of enemy troops; you encounter no enemy vehicles, except an Ore Truck: Steer clear or it'll squish your men!

After clearing the roads you might want to explore the rest of the map, destroying enemy buildings as you proceed. Also, to maximize your credits at the end of the mission, build extra Ore Silos and sell all buildings in your base (except the Silos) when the mission timer reaches one minute.

Mission 3A: Bridge Breaker

Difficulty Rating: Medium (puzzle-based)

Mission Objective: Blow up all bridges on the map.

Starting Forces: Tanya, 1 Artillery Unit

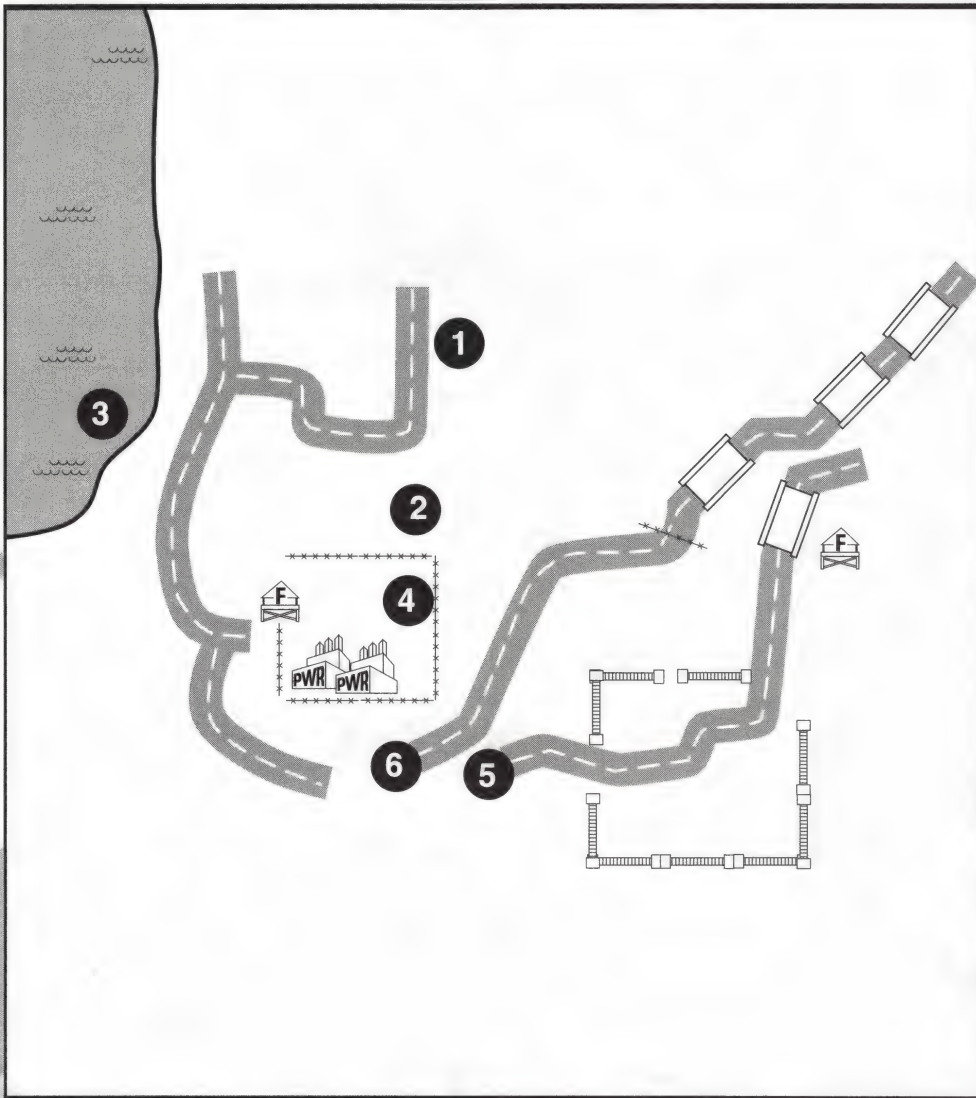
Tactical Objectives

Your goal is to destroy four bridges. These bridges are all quite close to one another, and are visible at the start of the mission. The difficulty lies in defeating enemy forces with only Tanya and an Artillery piece.

Collecting two Medics and an Engineer as you proceed through the mission increases your chances of victory.

Intelligence Briefing

Typical *Red Alert* missions are combat oriented: Your main task is to build up a base, defend it, and launch an attack on an enemy base. "Puzzle" missions such as this one tend to limit your resources and/or time, forcing you to win with what little you've



got. Usually you must attempt a puzzle mission several times to learn the best way to proceed, making it less a combat drill than a puzzle-solving exercise.

This mission's keys to victory are three: Use caution. Use the right unit for the job at hand. Blow up barrels to destroy your toughest enemies.

The map for this mission is typically spartan; it shows the road network you must follow, but doesn't show the streams crisscrossing the area. This is simply to eliminate visual clutter; the streams have little bearing on your tactics.



Strategy

Tanya and your Artillery piece start the mission at Point 1. Slightly to the south, at Point 2, lie a bunch of barrels. Within the cluster of barrels is a friendly Medic! Shoot the Soviet infantryman in this area, but *don't* destroy the barrels! When all local Soviet infantry are dead, the Medic can escape the maze of barrels and join your group.

For conveniences' sake, assign Tanya to Group 1, and band the rest of your units into Group 2. This allows you to switch control easily between Tanya and the slower, less deadly units.

After obtaining the Medic, proceed west along the road, and then south. You'll encounter a few Rifle Infantry as you go. At Point 3 a Soviet Transport will come aground and disgorge several infantrymen. Have Tanya pick them off as they appear. Artillery can destroy the Transport if it's in range, but this isn't vital.

Always heal Tanya with the Medic if enemy soldiers manage to injure her.

Slightly to the southeast, you'll find a small enemy base surrounded on three sides by a Barbed-Wire barrier. There are barrels in there, but don't blow them up: A friendly Engineer and Medic are trapped there at Point 4. Instead, have Tanya pick off the closest enemy infantry without straying too close to the Flame Tower guarding the entrance. Bombard the Flame Tower with the Artillery piece to destroy it. Next, have Tanya shoot the enemy riflemen who charge out of the base. When all enemy soldiers are dead, collect the Medic and Engineer. Once these troops are safe you can blow up the barrels.

If you've been successful to this point, and your Artillery piece is undamaged, save the game.

Now go southeast along the road. It ends eventually, but two roads (Road 5 and Road 6) pick up where it leaves off. Proceed east along Road 5, and you'll encounter a Soviet base. Have Tanya go in first and clear out Rifle Infantry and Attack Dogs. Beware the Attack Dogs: They can kill Tanya with a single bite.

There's a hole in the base's northern wall; slightly north of that, you can see some barrels. Have Tanya shoot the barrels to destroy a dangerous Rocket Launcher (it's hidden, but it's there). Take care: The Rocket Launcher will get her if she goes too far north. (From this point on, always blow up barrels as soon as you see them. No more friendly troops are stuck inside the barrel clusters.)

Now get Tanya back on the road and have her follow it northeast. Blow up the barrels near the bridge at the end of the road, but avoid the Flame Tower shown on your map. Have Tanya demolish the bridge and backtrack along the road. Get on Road 6 and proceed north, Tanya in the lead. You'll encounter still more Attack



Dogs and infantry, but blowing up barrels as soon as you see them minimizes the threat.

Keep following the road north and blowing up barrels, and the northernmost bridge will blow up in a massive chain reaction. Have Tanya demolish the remaining two bridges to win the mission. Take care not to get Tanya stuck on the wrong side of a bridge she's just demolished!

Don't feel bad if you must attempt this mission several times. With so few units, a single mistake almost always is fatal.

Mission 3B: Bridge Breaker (Alternate)

Difficulty Rating: Medium (puzzle-based)

Mission Objective: Blow up all bridges on the map.

Starting Forces: Tanya

Tactical Objectives

As in Mission 3A, your job is to blow up four bridges. The bridges lie scattered across the map, and you must employ a variety of tricks to make this mission work. In fact, it's even more of a puzzle mission than 3A: Do everything just right, or risk utter failure.

Intelligence Briefing

You'll spend most of this mission running Tanya to and from, occasionally collecting Engineers and Medics to help your cause.

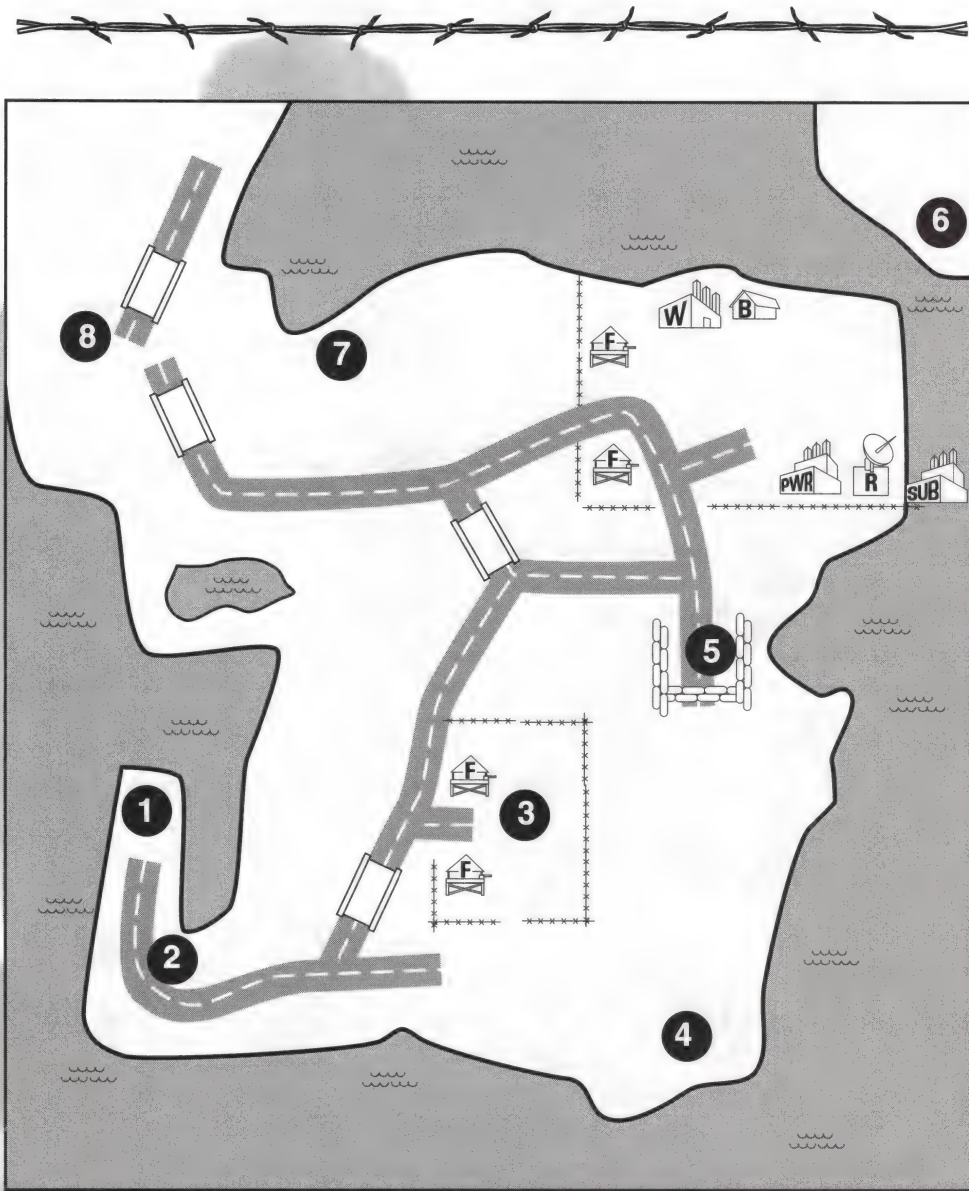
Scattered Soviet troops will be your main threat. Occasional Paratroop drops will keep things interesting, so keep an eye out for those planes!

When demolishing the final three bridges, take care not to get stuck on the wrong side of the bridge you're destroying. You may not be able to get back.

Strategy

You start at Point 1 with Tanya. Send her south toward Point 2, where a Truck is parked next to a civilian house. Shoot at the Truck, and then blow up nearby barrels to destroy it. If you're too slow, the Truck will get away. Restart the game and try again.

After you destroy the Truck, you can collect a crate of money that's left after the explosion. A Medic emerges from the nearby house; add him to your band.



Proceed east along the road. You'll find a bridge. Blow it up, but be sure your troops stay on the south side. Now proceed east toward Point 4, shooting down enemy Grenadiers and Rifle Infantry as you go. As you walk toward Point 4, you'll see an enemy base to the north: It's surrounded by barbed wire, and contains four friendly Engineers. Apparently a firing squad is about to kill them. Ignore this base for now, but save the game.

At Point 4 you'll discover a friendly Ranger guarded by enemy troops. Have Tanya shoot the troops, then send her (and the Medic) north. The Ranger automati-



cally drives north to the checkpoint at Point 5, where a bunch of Russians stop it. Shoot the Russian guards and the barrels around the checkpoint, thus destroying a pack of Tanks and clearing the way for the Ranger to continue north. The Ranger then drives due north and smashes into a Flame Tower, where it bursts into flames. This suicide run was not in vain: It destroys the Flame Tower and opens a hole in the Barbed-Wire barrier, vital later in the mission.

Right now, however, you should turn your attention to the base at Point 3. Approach this base directly from the *east*. A ridge prevents you from getting all the way there, but Tanya can first shoot the barrels inside the base, and then shoot one of the “firing squad” guards. This causes the remaining firing squad guards to leave their posts. Take control of the four Engineers inside the base and march them northeast to unite them with Tanya and the Medic.

Now send Tanya into the northern base through the hole the kamikaze Ranger created. Stay away from the remaining Flame Towers! Have Tanya clear out the enemy troops inside the base; then send in the Engineers. Send two Engineers to take over the Power Plant, and two Engineers to take over the Sub Pen. Use the Repair command to restore these facilities to good working order, and build a Transport.

Load all your troops onto the Transport and sail north to Point 6. Get close to the shore, and two free Tanks arrive as reinforcements. Load the Tanks onto the Transport and sail west, disembarking in the vicinity of Point 7.

From now on there are no more tricks, just good, old-fashioned bridge demolishing. You’ll find a bridge in the center of the map, and two bridges to the northwest. I recommend blowing up the northwest bridges by shooting the nearby barrels (finish off the southern one with Tanya’s explosives if the barrels don’t completely break it). Demolish the central bridge to end the mission.

Mission 4: Base Assault

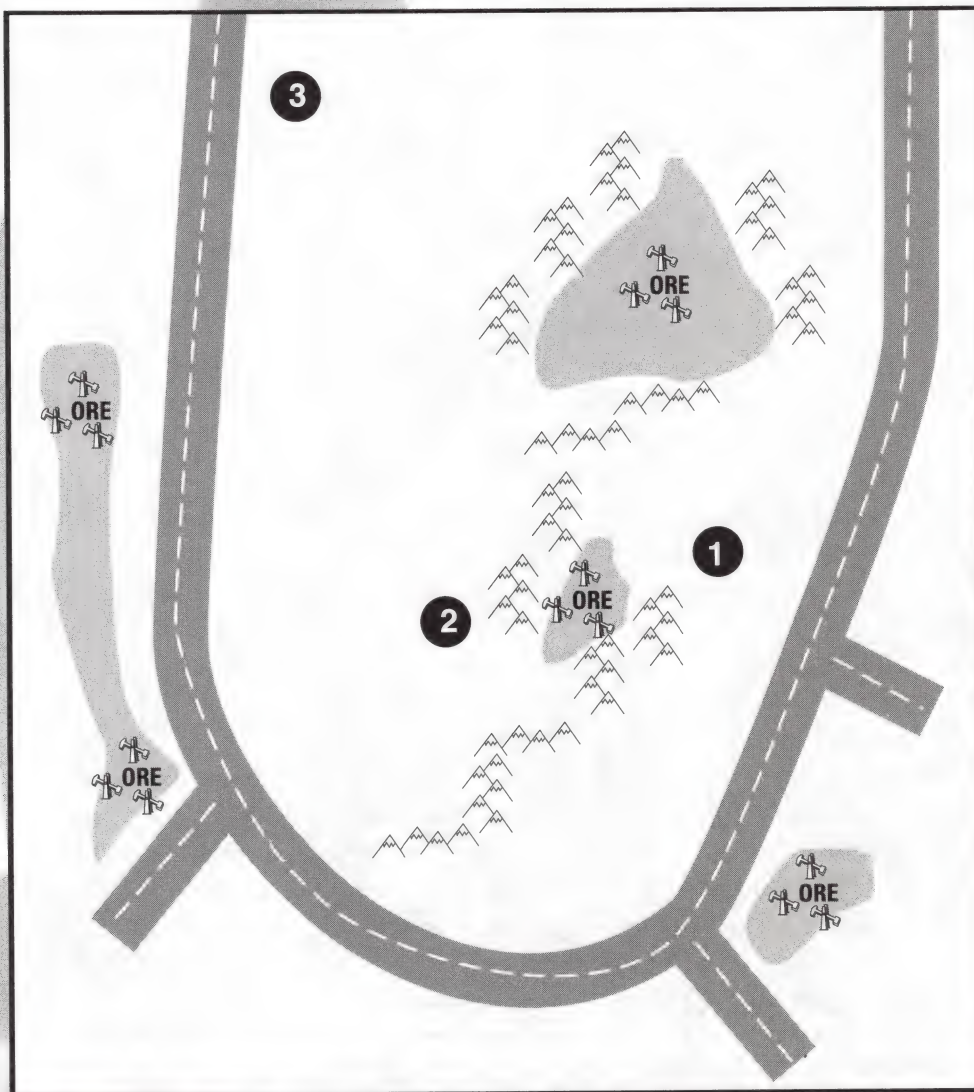
Difficulty Rating: Medium

Mission Objective: Destroy enemy presence in the area.

Starting Forces: MCV, several Rangers, 1 AT Mine Layer, 1 Rocket Infantry, Several Rifle Infantry, 1 Engineer

Tactical Objectives

There are no tricks in this mission, just straightforward base building. First dig in and fortify your base, then seek and destroy enemy bases. This mission will serve as a foundation for your defense and base-assault skills. Put them into practice, and see how you fare.



Intelligence Briefing

Build your base near the MCV's starting point. Here, numerous cliffs protect you to some degree, better enabling you to set up your defenses. A "ghost base" of enemy structures exists somewhat west of your starting point, but the real threat is a base in the northwestern corner of the map.



Strategy

You start this mission near Point 1, though your forces are spread quite thinly. Immediately gather your stray troops around the area where your MCV appears (Point 1), and deploy the MCV. Build a Power Plant, and attack a Power Plant in the semiabandoned Soviet base at Point 2. Use a Ranger to reduce the Plant to the red; then use your lone Engineer to secure it for a quick power boost.

Now build an Ore Refinery, a Barracks, and a War Factory. Build a Radar Dome and an additional Power Plant soon thereafter. Your base will come under attack from all sides periodically as the game progresses, usually from mixed squads of Grenadiers, Rifle Infantry and Heavy Tanks. Bolster the edges of your base with Rifle Infantry and Light Tanks, and perhaps some Turrets, to minimize your losses. Position the Tanks and Rangers at the base's extreme perimeter, with infantry somewhat behind (to prevent them from getting squashed).

Enemy planes will harass you at first: Specifically, they'll harass your Ore Harvesters. If this becomes a big problem, move the Harvester to the center of your base and place your Rocket Infantryman nearby to shoot down the planes as they pass. Alternatively, send him into the ore fields to defend the Trucks out there.

After you've built a strong defense, it's time to attack the enemy bases with a combined force of Light Tanks and Rifle Infantry, plus a few Medics and Rocket Infantry for support. Tanks should be your army's mainstay. The base at Point 2 is all but abandoned, and will be easy to demolish; the base at Point 3 provides your real challenge. Flame Towers, lots of Tanks, and the usual complement of infantry defend this base.

This mission isn't overly hard, but it's definitely possible to lose. The Soviets typically attack your base from a variety of angles, so you must be on your toes—or build Pillboxes and Turrets to contain the threat. Also, if this is your first base-building mission you may attack the enemy too quickly. The computer opponent's attacks on your base tend to be small and piecemeal, but it defends its own bases with surprising intensity: It takes an overwhelming number of vehicles and troops to stage a successful base assault.

If you're having a tough time with enemy Tanks, you may want to build a Service Depot so you can replenish your Mine Layer's mine supply. Mining the passes around your base can be a surprisingly effective tactic.

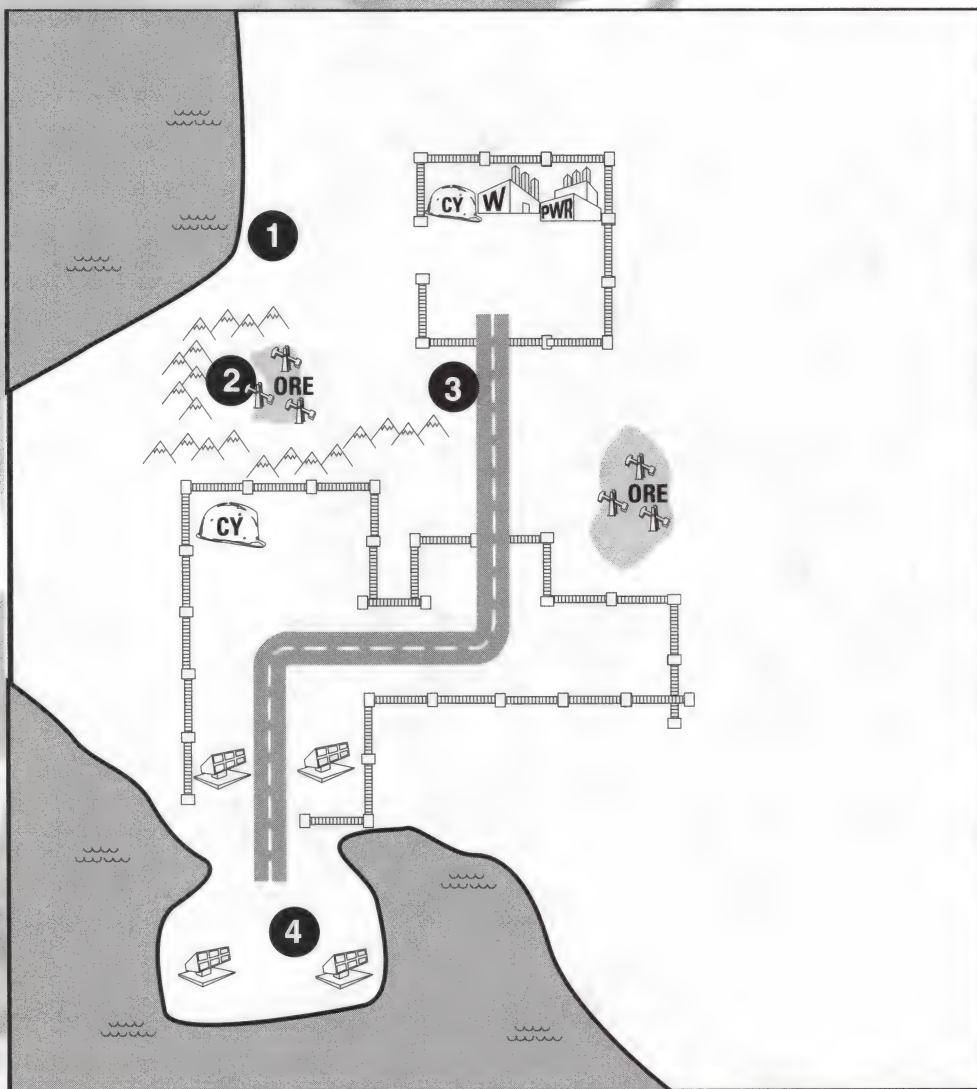


Mission 5A: Rescue Tanya

Difficulty Rating: Medium

Mission Objective: Rescue Tanya from Soviet base, then destroy all Soviet structures and units.

Starting Forces: 1 Spy





Tactical Objectives

You have several tasks in this mission. First, rescue Tanya. Next, have her cripple the Soviet base's air defenses, and anything else she can handle. Finally, send Tanya away in a helicopter and commence a fairly standard base assault on the Soviets.

This mission offers a little of everything, and is a good test of your abilities.

Intelligence Briefing

Your Spy starts out in the northwest corner of the map. He doesn't have to cross much terrain; he just needs to be very careful, as Attack Dogs can sniff him out from a great distance!

The Soviet base covering most of this map is large but not terribly dynamic. You won't see it producing tons of new units, mainly because there isn't much ore. This means you can fight a fairly slow-paced battle when you enter the third phase of your mission.

Strategy

The Spy starts at Point 1 on the map. Note that only Attack Dogs can see him, and they can detect him from great distances.

Your goal is to get him into the War Factory shown on your map. I did this by quickly moving him to Point 2, deep within a patch of ore. From this safe spot, I timed the attack dog patrols, and moved him to Point 3 as the Attack Dogs moved away. Then I sent him dashing north through the enemy base (right past all those soldiers) into the War Factory.

Once the Spy reaches the War Factory, he automatically steals a Truck and drives southward. You need only scroll the screen to follow him. When he reaches Point 4, he disappears inside a building and Tanya emerges. Now Tanya is your only unit.

Have Tanya destroy the Attack Dogs and infantry trickling from the north; then have her blow the four nearby SAM Sites. Once she's destroyed all four Sites, a helicopter lands near Point 4 to take her away. If you have a lot of time left, you might want to use Tanya to destroy other parts of the base that are easily within her reach. Just don't get her killed!

Once you load Tanya into the helicopter, an attack force appears at Point 1, and the timer shuts off. This force consists of several infantry and Rangers, a few Medium Tanks and Artillery, and three Engineers. Attack the base to the east, destroying all resistance. Then knock the War Factory, Construction Yard and one



Power Plant down into the red by shooting at them continually; send an Engineer into each to take them over. The most important building is the Construction Yard; if you accidentally destroy it, you lose the game.

Once you've taken over these three structures, you're free to carry out a normal base attack and defense mission. Build an Ore Refinery and several extra Trucks, an extra Power Plant, and a Barracks. You already took over the Soviet War Factory and Construction Yard, so you can produce units you wouldn't normally have access to, such as Heavy Soviet Tanks and Yak fighter planes.

The easiest way to win this mission is to build a strong defensive force of Heavy Tanks and Grenadiers, and then create ten Airfields—each with a Yak fighter. Group these fighters, and use them to destroy important targets. First send them after Tesla Coils, Flame Towers and Ore Trucks. Then pick on nearby buildings. The sooner you get this ten-fighter battalion together, the faster you can start damaging enemy resources. The Soviets have no way to combat your planes, so you can have a field day picking apart enemy targets.

Eventually your fighters will weaken the enemy to the point where your Tanks and Grenadiers can mop up.

Mission 5B: Rescue Tanya (Alternate)

Difficulty Rating: Medium

Mission Objective: Rescue Tanya from Soviet base, then destroy all Soviet structures and units.

Starting Forces: Spy

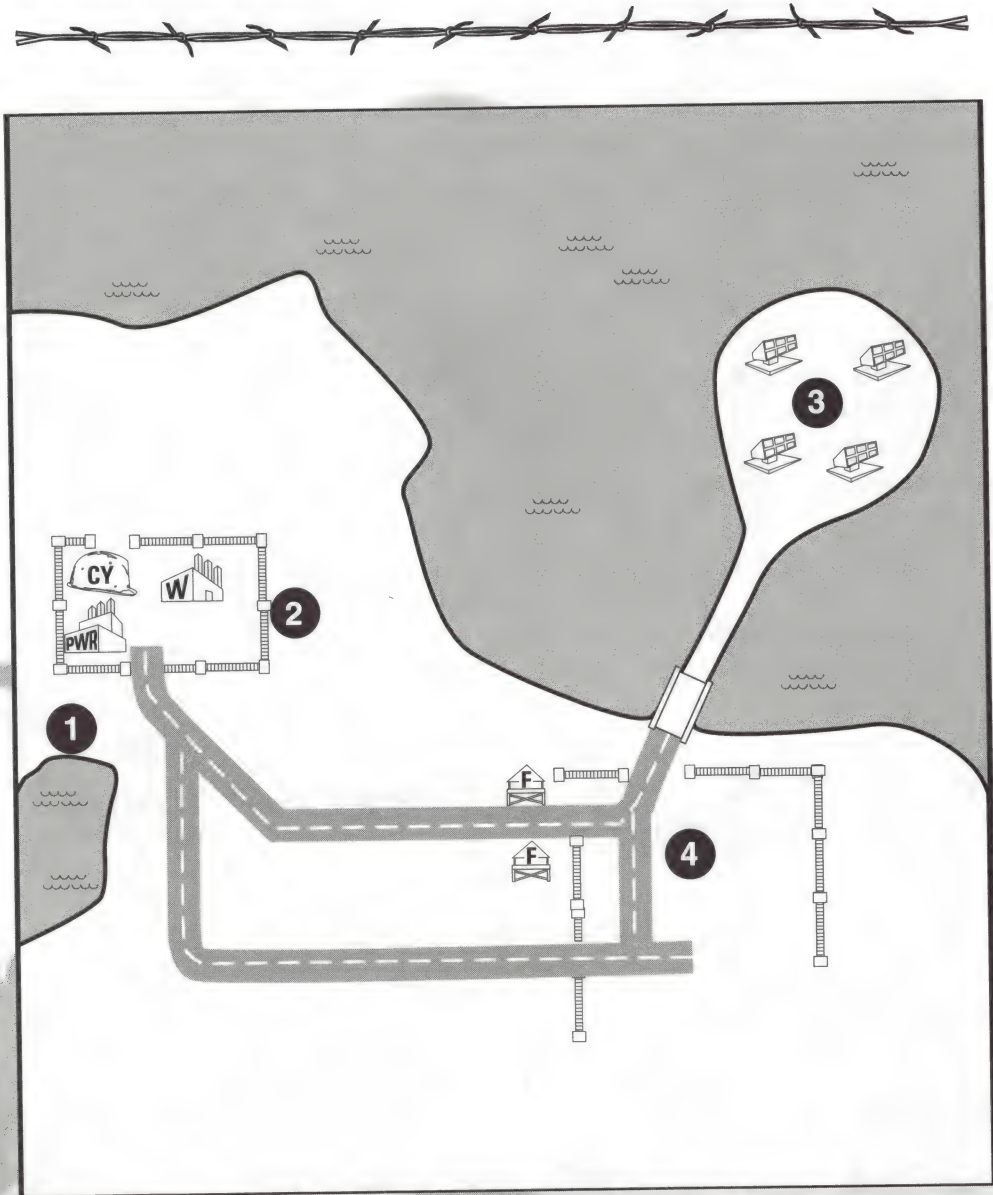
Tactical Objectives

Your tactical objectives in this mission are fundamentally the same as those in Mission 5A. The only difference is the map. For more information, read the foregoing entry on Mission 5A before reading the rest of this section.

Intelligence Briefing

This map is not necessarily easier or harder than the one in Mission 5A. Your Spy (and later, your forces) starts in the southwest corner of the map, instead of the northwest.

Read the entry on Mission 5A before reading the remainder of this section for a better understanding of this mission.



Strategy

Your Spy starts at Point 1. He must infiltrate the War Factory in the base to the north. Attack Dogs prevent his entry from the south, but he can slip in by circling north-east and approaching from Point 2. Prepare to restart the game several times: The Attack Dogs follow nasty patrol patterns.

After the Spy infiltrates the Factory and steals a Truck, he drives along the road to Point 3, an island. Here he liberates Tanya. She must destroy the island's four



SAM Sites, very close at hand. After she destroys all four sites, a helicopter appears, and Tanya's free to go.

After Tanya leaves, a small army appears at Point 1, complete with five Engineers. Use combat troops from this force to enter the base from the south; concentrate on demolishing Tanks and static defenses like Flame Towers before dealing with smaller threats. Have your troops shoot enemy structures down into the red, and then take over these buildings with your Engineers. The Construction Yard and War Factory are the obvious choices; after taking them over, you're free to take over anything else you'd like.

Build Heavy Tanks and Rocket Launchers, plus a few Grenadiers, for base defense. Mines are a great tool, and I recommend creating two or three Mine Layers if you build a Service Depot (which I also strongly recommend). Mine the ore fields like crazy, and mine the most commonly used approaches to your base.

Meanwhile build up a fleet of 10 Airfields and Yak fighters; group them and have them destroy easy targets in the enemy base at Point 4. Once they've destroyed the Flame Towers and Turrets, build up a large army of Heavy Tanks and Rocket Launchers, plus the usual infantry, to finish off the base.

Mission 5C: Rescue Tanya (Alternate)

Difficulty Rating: Medium Hard

Mission Objective: Rescue Tanya and destroy Soviet forces.

Starting Forces: Spy

Tactical Objectives

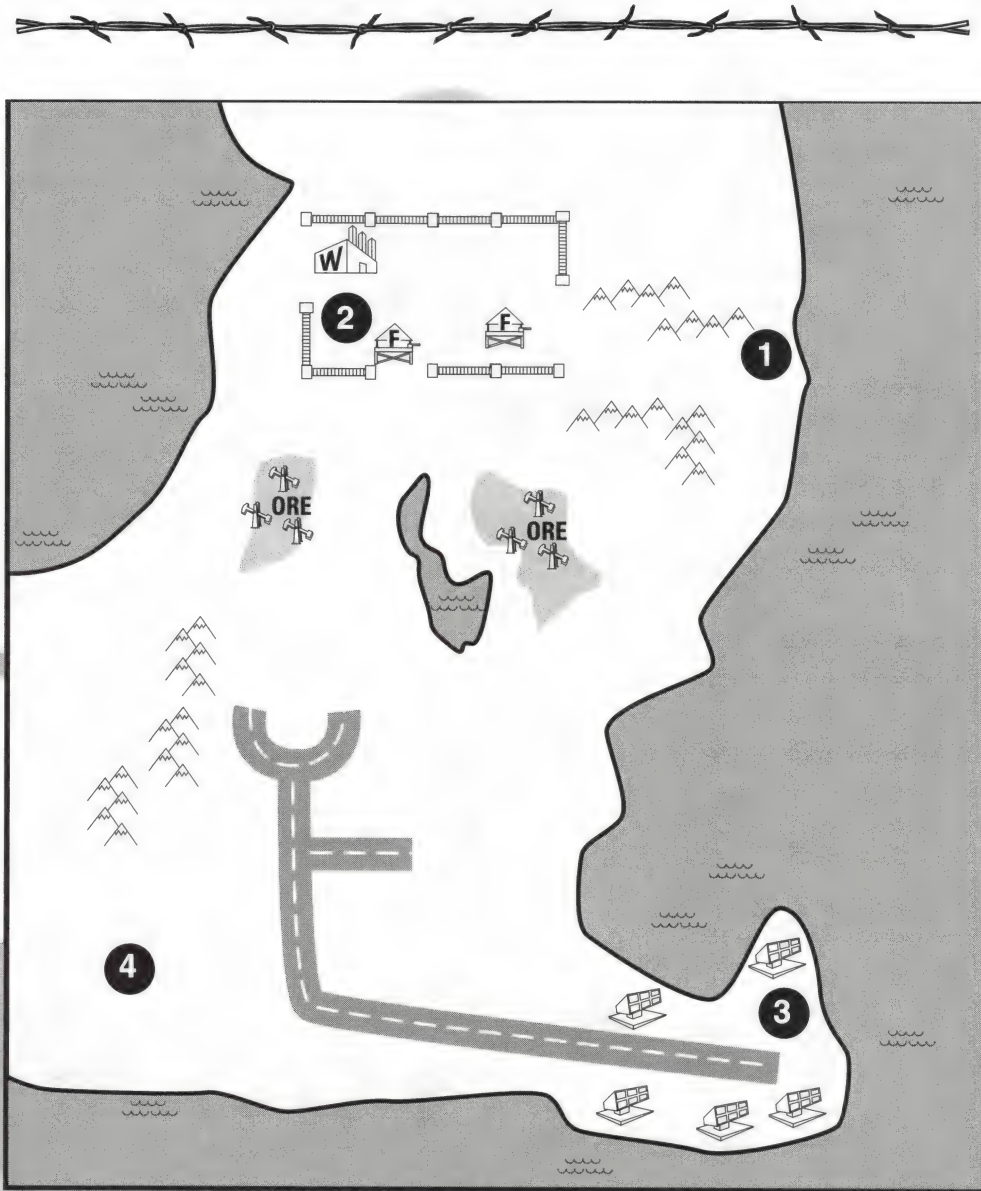
Your objectives in this mission are similar to those in missions 5A and 5B.

Intelligence Briefing

This mission is somewhat more difficult than 5A and B. It's hard to pinpoint the source of this difficulty. The main difference seems to be your opposition: The Soviets tend to be more aggressive, and it's easy to lose your foothold during the early base-building stages. Players seeking an extra challenge should try this mission.

Strategy

As in 5A and B, you start with a Spy at Point 1 who must infiltrate the base at Point 2, enter the War Factory, and steal a vehicle. The Spy drives to Point 3 and releases Tanya,



but he *doesn't* destroy the Technology Center that held her (unlike missions 5A and B, in which he demolishes the building outright). Don't try to destroy this building with Tanya! Doing so draws the attention of a missile launcher that can make short work of her. Simply have her destroy the nearby SAM Sites, and a helicopter will land to take her away.

After Tanya flies off, an attack force appears at Point 1. Take over the base at Point 2 and build Grenadiers and Tanks to hold the fort. Once you have a sizable defense force, it's time to build eight or more airstrips and create a Yak squadron



that can gun down distant enemy structures. From this point on you can proceed as usual, building a swarm of Tanks to mop up the opposition.

The Soviets are aggressive in their attacks on your Ore Trucks, so prepare either to defend them (by positioning a large force in the ore fields), or to build extra Trucks. The Soviets also tend to have their own air power in this mission; this can make life rough, indeed. Typically they will target your Ore Trucks with their Yaks, but you should keep an eye on your base and repair any structures they damage.

Mission 6A: Gulf Raid

Difficulty Rating: Medium Hard

Mission Objective: Steal plans, then destroy enemy units and structures.

Starting Forces: MCV, small defense force

Tactical Objectives

This is a base-building mission with a twist. The twist comes first: You must capture important plans from one of several Soviet research installations, and then finish off the Soviets. Getting the plans can be difficult, but only if you approach the task in the wrong way.

Once you have the plans, you must crush the Soviets in typical fashion.

Intelligence Briefing

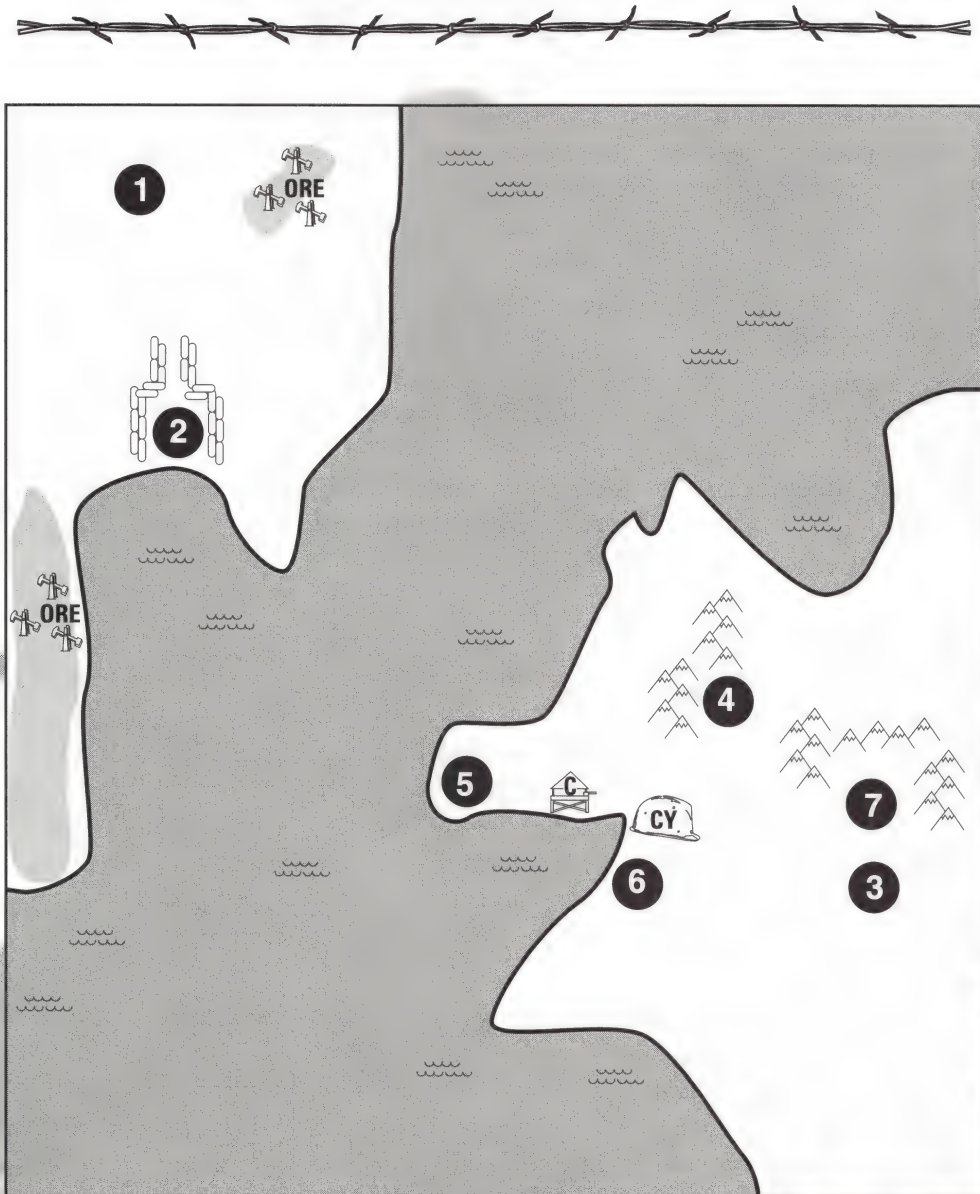
You won't have tons of spare credits to complete this mission, so economy is vital. A few small islands have valuable gemstones, but you probably don't want to bother loading Ore Trucks onto a Transport and sailing them there and back again. However, it's nice to know they're there if you get into a pinch.

The keys to this mission are defending your base cost-effectively and mounting a successful naval assault. Another is learning to use Transports properly.

Strategy

You start with an MCV and small defense force at Point 1. Set up the MCV slightly east of where your units start, and deploy your forces in a defensive posture. Build all the usual base structures, with a good complement of extra Ore Trucks and Medium Tanks for defense.

After weathering several Soviet attacks on your base, you should erect Pillboxes and Turrets where enemy strikes frequently occur. Place Tanks next to these structures. This combination will go a long way toward dealing with enemy troops effec-



tively. Instead of sending Tanks to escort your Ore Trucks, it's usually more effective to let the Trucks take a beating and lure enemies back into your base as they return to unload. You'll occasionally lose Trucks this way, but you'll kill enemies much more quickly with your Turrets and Pillboxes than you would in the ore fields.

There's a small enemy base at Point 2. You'll find that enemy attacks come less frequently once you've destroyed it. Take it over as soon as you have a good number of Tanks.



Build two Anti-aircraft Guns at key places, typically close to your Power Plants and War Factories. Sporadic enemy aircraft attacks will drive you crazy during this mission if you neglect good air defense.

After your land defenses are in place and you've established a good ore mining operation, save the game, build a Naval Yard and produce a fleet of six or seven Gunboats. These are necessary: Enemy Submarines are rampant. Don't be discouraged if your naval base is destroyed at first. Just build a new one and try to build Gunboats as fast as you can, repairing the new base as it takes damage. When you have a group of six or seven Gunboats, sail it around and clear out the Submarine threat.

When you've whipped the Submarines, save the game and build a Transport. You might be tempted to load a Spy into it and send him over immediately. In practice, however, you'll find there are simply too many Attack Dogs on the mainland for him to reach a research center safely.

I solved this problem by loading several Light Tanks onto the Transport along with the Spy, sailing it over to Point 5, and disembarking the whole group there. Next, I sent the Tanks east in a mad dash for the enemy base. There's a Tesla Coil somewhat to the east of Point 5, so your Tanks will die pretty quickly, but they're fast enough that one or two of them should make it past the Coil. These remaining Tanks should drive madly across the screen, avoiding all enemy units except Attack Dogs, which they should shoot or squish immediately. If you execute your blitzkrieg correctly, you can kill several Attack Dogs before all your Tanks are destroyed. Now send your Spy into a Research Station at Point 3, 4, or 7 (I recommend 3). He'll find it a lot easier to get inside without all those Dogs to worry about. Save the game again if he succeeds.

If you find the "mad dash" technique difficult, you can instead treat this mission as a standard "kill-the-enemies" scenario, and send in the Spy as an afterthought when you've all but conquered the Soviet base, and most enemy units are dead.

To assault the mainland, you'll need four or even five Transports. Load them up with armor units—a mix of Light and Medium Tanks is good, with more Medium than Light. Then save the game.

With several Gunboats in the lead, sail your Transports across the bay and disembark them all at Point 6, right next to the enemy Construction Yard. They'll have to sail past a deadly Tesla Coil to get there, but if you keep the Gunboats closer to the Coil than the Transports, they'll bear the brunt of its attacks. This will give you time to unload your units.

Unload your armor units from the Transports as quickly as possible, and get the Tanks out of the Tesla Coil's range. Destroy enemy units in the immediate vicinity,



starting with armor and ending with infantry. When that's done, send the armor south to destroy several Power Plants, which should disable the Tesla Coil and allow your units to demolish it. Now just clean up the remaining enemy units and structures!

Mission 6B: Gulf Raid (Alternate)

Difficulty Rating: Medium Hard

Mission Objective: Steal plans, then destroy enemy units and structures.

Starting Forces: MCV, small defense force

Tactical Objectives

As in Mission 6A, your goal is to infiltrate a Soviet Technology Center with a Spy, and then destroy all Soviet units and structures.

Intelligence Briefing

This mission starts out a little harder than 6A, but ends up being easier. There's a more plentiful supply of ore in this mission, but the enemy tends to hit you faster and harder at the start.

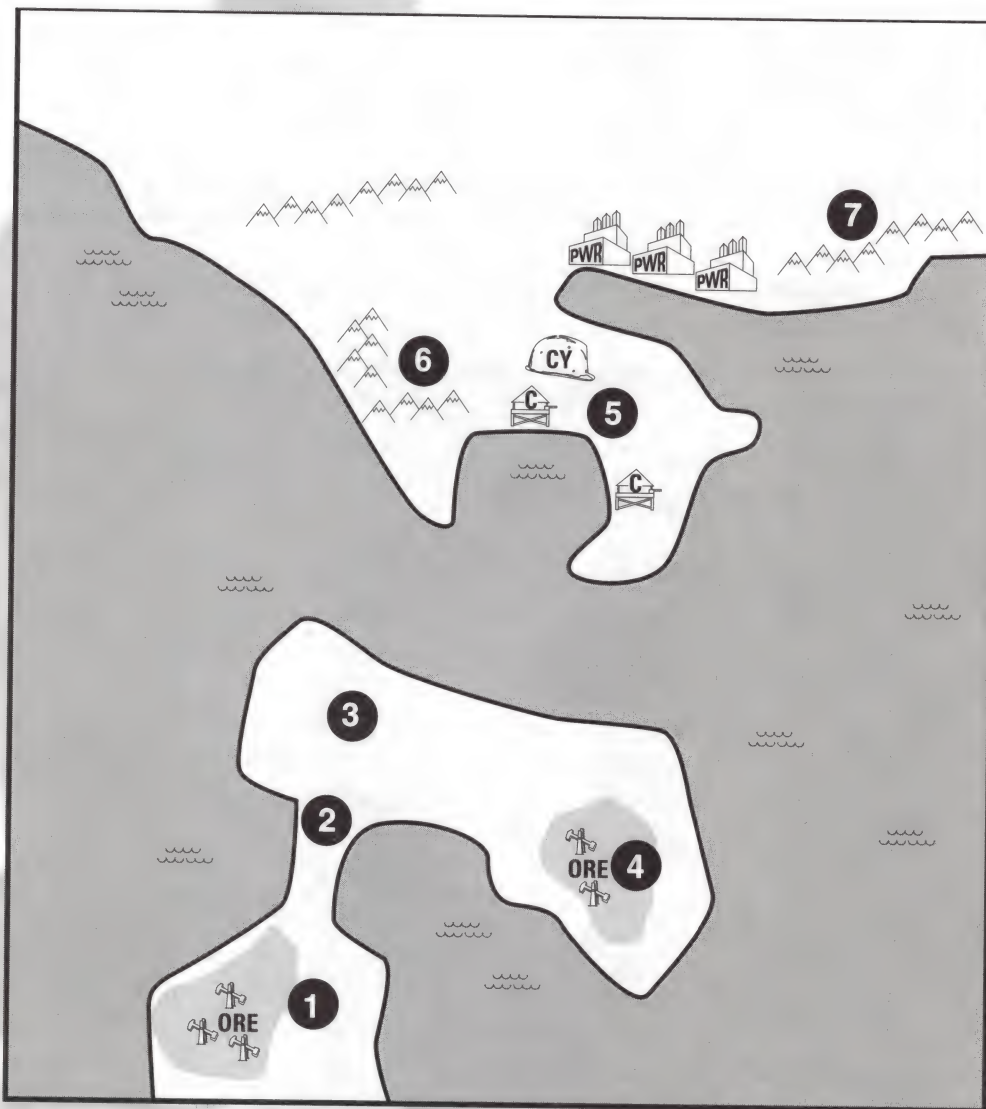
Once you've established a well-defended base, you can take out enemy Power Plants by sending Gunboats into a convenient bay, thus disabling the Soviets' deadly Tesla Coils and making both base assaults and research center infiltration much easier tasks.

Strategy

You start at Point 1 with an MCV, several Rifle Infantry, and several Rocket Infantry. Two Gunboats are in the water nearby. Use them to destroy the Flame Towers and Tank stationed at Point 2, and then move all your land units north to Point 3. This is where you should establish your base. Build lots of extra Ore Trucks; there's a lot of ore to harvest, and the Trucks need to travel moderate distances to get it.

Steadily build your base, and fortify your air and ground defenses as quickly as possible. As soon as you can mount an assault on the small Soviet base at Point 4, do so: Wiping out the Barracks will slow down the influx of enemy troops.

Build a Naval Yard and a fleet of six or seven Gunboats. Have them scour the area for Submarines, and then send them northeast. Get them as close as possible to the three advanced Power Plants shown on your map. From a convenient little bay, the Gunboats can shell those Power Plants into oblivion.



Once you've destroyed the Power Plants, you're free to load several Transports with Medium Tanks and land them at the beach at Point 5. The lack of power disables enemy Tesla Coils, making your beach landing a safe one.

Send your Tanks here and there to wreak havoc, destroying enemy armor units and soldiers as you go. When you've killed most of the Soviet Attack Dogs, send



back a Transport for a Spy. The Spy can disembark at Point 5 and infiltrate the base at Point 6 with little difficulty.

Now clean up the remaining Soviet troops and buildings. You might have to hunt down a few stray Subs at the map edges before the mission will end.

Mission 7: Ore Wars

Difficulty Rating: Medium Hard

Mission Objective: Capture Soviet Radar Dome, Destroy Sub Pens

Starting Forces: Several Medium Tanks, several Gunboats, 1 Ranger, Several Infantry, 1 MCV

Tactical Objectives

First you must take control of a Radar Dome under Soviet control. Then you must destroy Soviet Sub-making capabilities. In the following sections I describe several ways to approach this mission.

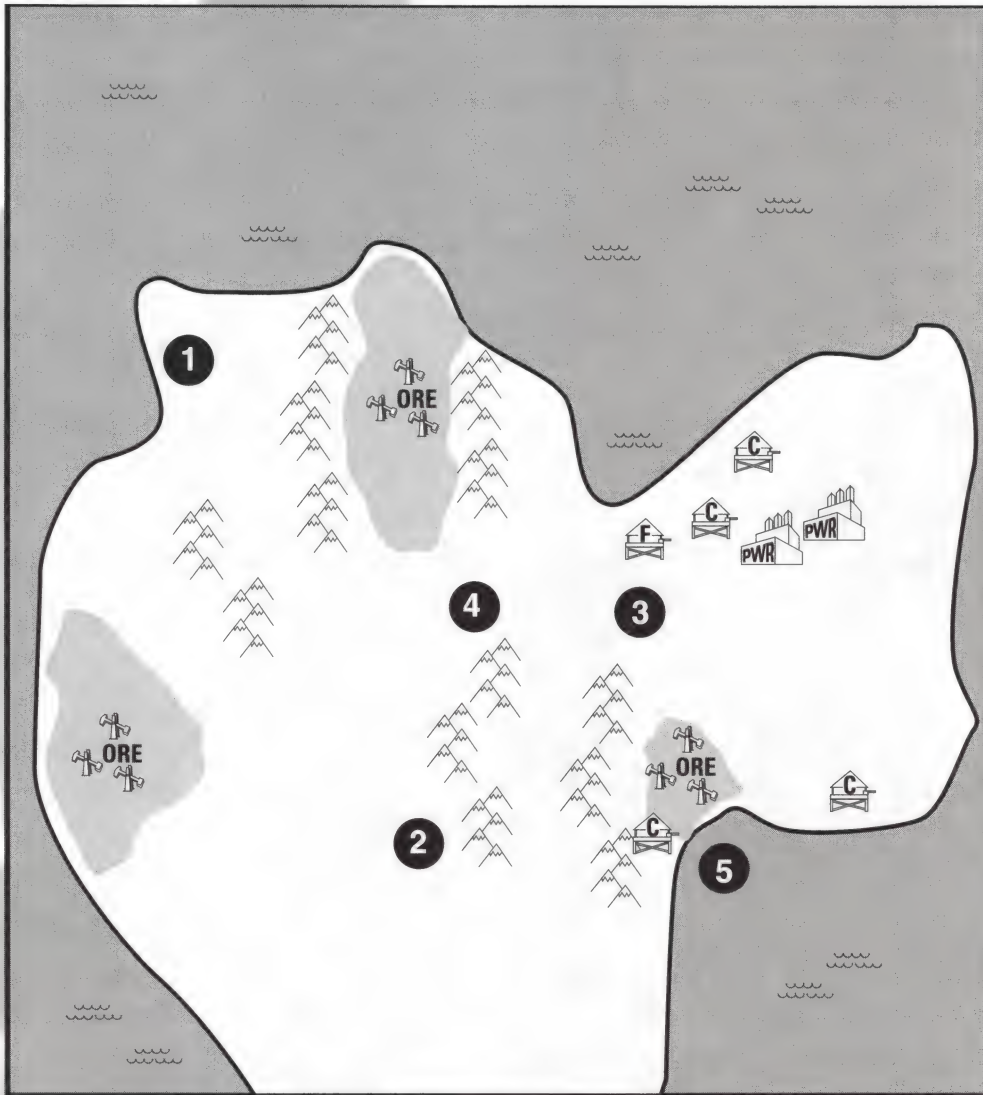
Intelligence Briefing

This is one of the toughest base-building missions you've faced so far. The Soviets tend to attack your base with ruthless MIG sorties and mixed-unit formations, and harass your Ore Trucks endlessly. The key to winning this mission is gaining control of a rich vein of ore located very close to your base. Lose control of it, and you won't have the funds to complete the mission. Gain it, and you secure almost certain victory.

After you take control of the enemy Radar Dome and secure an ore supply, you can try to defend your base and build enough Destroyers to neutralize the enemy Sub threat by sea. Alternatively, you can carry out a conventional ground strike and go after the Subs once you've demolished all land-based Soviet forces. I'll look at the latter approach in the Strategy section.

Strategy

You start at Point 1 with a small defense force and an MCV. Establish your base as quickly as possible; create three Rocket Infantry right away to deal with planes, and get several Ore Trucks going as quickly as possible without losing your base. The Soviet raids are brutal, and you may have to restart the game several times before you finally get a foothold. I recommend slowing the game speed a notch from what



you're used to; this allows you to address new threats without clicking frantically and succumbing to panic.

Use the Gunboats you started the mission with to clear out nearby Submarines, but don't send them too far—yet.

Don't bother building more than two Anti-Aircraft Guns, but be sure to build two Pillboxes along the southern fringe of your base. Aircraft are fragile, and fall quickly to the gunfire, but Soviet land attacks are more hardy. Place Tanks near the Pillboxes to aid defense.



I suggest that you build a second War Factory as soon as it's feasible to speed vehicle construction. Without it, you can't get the quick horde of Medium Tanks this mission depends on.

Once you have at least four Ore Trucks gathering valuable ore, and your base is reasonably secure, assemble a strike force of at least six Medium Tanks, an Artillery unit or two, and a Ranger or two, with a few infantry thrown in for support. March them to Point 2 and destroy everything you discover in the small base—except the Radar Dome. This task is easier if you shoot the barrels stored inside the base.

Now move the surviving forces from this strike up to Point 4. A key to winning this mission is defending a vertical finger of ore and minerals nestled between two cliffs (slightly northwest of Point 4 on your map). By controlling the pass at Point 4, you protect your Ore Trucks and deny the Soviets this ore. Don't try to block the pass unless you have several Tanks left over from your raid; if not, wait until you can produce extra Tanks. When you feel your Tank force is big enough, *then* secure the pass. Be sure to keep producing extra Tanks and sending them to Point 4; you can never have enough Tanks there!

Now send a lone Tank to bombard the Soviet Radar Dome at Point 2 down to the red zone; use an Engineer to secure it and complete the first phase of your mission.

With your Tanks stationed at Point 4, the pass is secure, your Ore Trucks can keep collecting ore, and you can keep adding more Tanks and troops to your army. Eventually it will be very large—at least 15 armor units and a bunch of assorted infantry—and you can try to attack the Soviet base. Save the game beforehand!

You'll need to attack Point 3, guarded by Flame Towers and a pair of nasty Tesla Coils. Take out the Flame Towers with Artillery and then charge the whole group inside to take out the nearest Tesla Coil. You'll take heavy casualties, but you should be able to destroy the Coil and a nearby Barracks. If you achieve this and your forces are still strong, you can take out the other nearby Tesla Coil and blow up vital Soviet structures.

Mop up the remainder of the base, focusing on Power Plants so you can disable any remaining Tesla Coils.

Once you've eliminated the Soviet land forces, build a Naval Yard and create several Destroyers. An army of six Destroyers, plus a complement of several Gunboats, should be able to destroy most of the Soviet Subs. The Soviet Sub Pens are clustered at Point 5; use Destroyers to blow them up, and the mission will end.

This can be a frustrating mission. Just remember to slow the game speed, take your time, and block the Soviets from that important vein of ore as soon as possible! If you follow these instructions, you should be able to destroy all Soviet land



forces and have enough cash remaining to build a strong navy for end-game cleanup. If not, you can sell most of your buildings to generate enough credits to buy a navy.

Mission 8A: Chronosphere Defense

Difficulty Rating: Hard

Mission Objective: Defend the Chronosphere at all costs!

Starting Forces: 1 MCV, Tank Group, 2 AP Mine Layers, 2 Destroyers, miscellaneous infantry

Tactical Objectives

This is your first true defense mission. You must hold onto the Chronosphere research complex for about 45 minutes to win this mission.

This is an all-out battle, with opportunities to lose at every turn. The Soviets tend to attack in constant waves, keeping up the pressure and forcing you to defend first one location, then another. This mission is a real test of both your skill and your nerves. Turn the game speed down if you're having problems juggling troops.

Intelligence Briefing

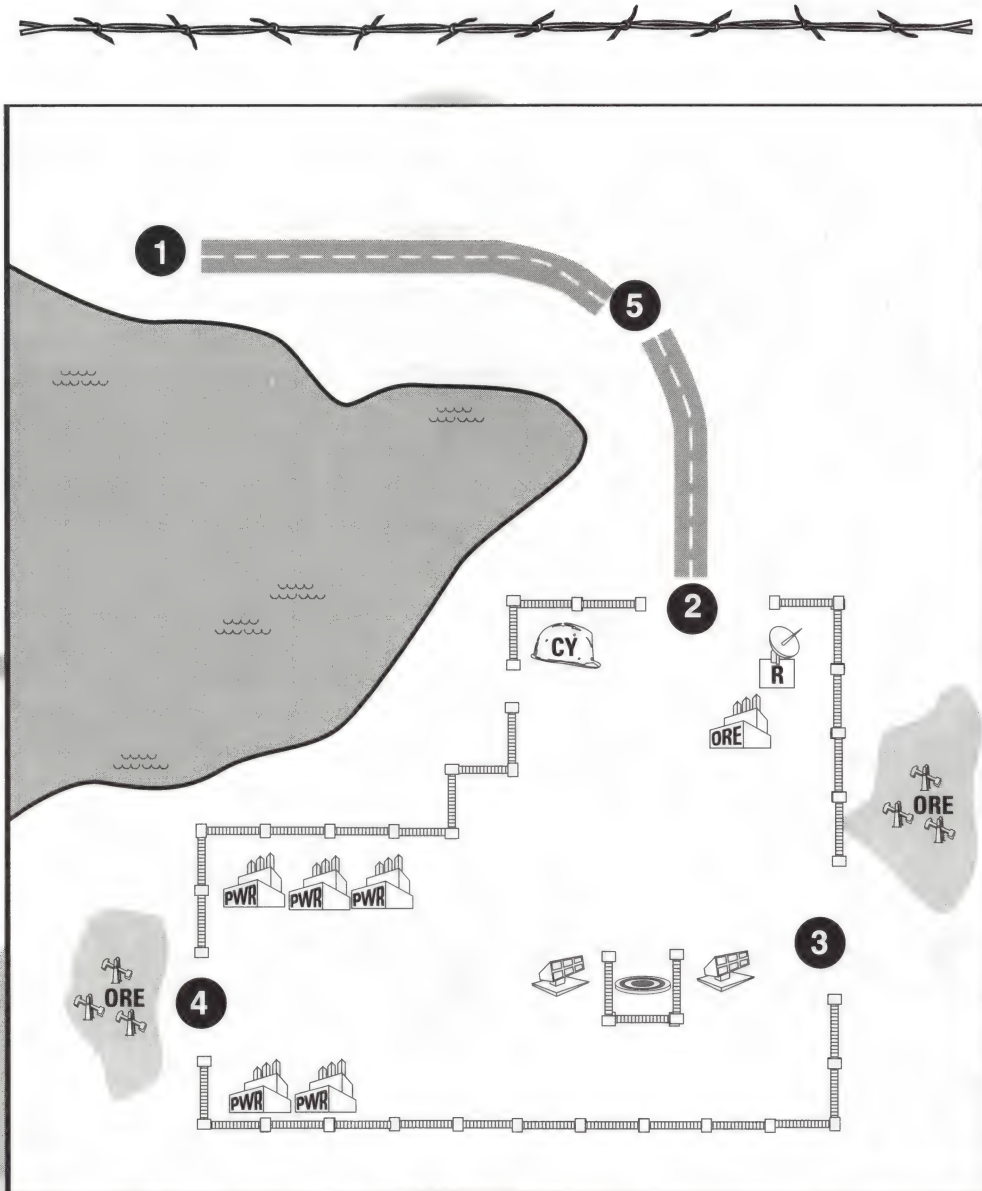
Unlike previous missions, where a good offense sometimes is better than a good defense, this mission forces you into a purely defensive role. Concrete Walls surround the base you must defend, and it possesses some antiarmor and antiaircraft defenses already, but that's not nearly enough.

Strategy

You start with a number of armor and infantry units at Point 1. You also possess two Destroyers in the immediate vicinity. Sail them east at the start of the mission, and have them engage the Soviet Rocket Launchers and Tanks at Point 5. Meanwhile, move your armor and infantry toward Point 5, as well, simultaneously attacking the Soviet armor units. The Destroyers should absorb a lot of abuse, leaving most of your armor more or less intact.

As you do this, an air strike cripples the Power Plants at the Chronosphere base. You can't do much about that yet; repair any damage quickly, and get back to your armor units!

Now move all your land units, including the MCV, south to Point 2, and into the base. Unfold the MCV and build a War Factory—and make sure the existing Ore Truck starts gathering ore.



At this point, it's impossible to say exactly what will happen, so I'll advise you in general terms. Land attacks will come from areas 2, 3, and 4. They generally consist of several Tanks (including Mammoth Tanks) and Rocket Launchers, plus assorted infantry. Meanwhile, air attacks will bomb your base occasionally, especially the Power Plants to the west. The air attacks usually happen at the same place over and over, so just keep repairing the structure that gets bombed.



Overall, however, air attacks are less of a problem than you might expect. Just make sure there's enough power to operate the base's existing Anti-aircraft Guns, and build a couple of Rocket Infantry to handle the rest.

Land attacks are the main problem. The solution? Turrets. Build square clusters of four or five Turrets, perhaps with a Pillbox as well, at areas 3, 4, and 5. Only when you've clustered at least four Turrets will they be effective. Meanwhile, keep a force of infantry and Tanks in the middle of your base, and assign them to a group for easy access. Whenever there's an attack at points 2, 3, or 4, run the defense force over as a group to help the Turrets deal with the threat.

When you have nothing better to do, lay mines near areas 2, 3, and 4, as well.

You'll have to repair your bombed buildings continually—especially Power Plants—and you must repair Turrets after combat. For maximum benefit, repair your Turrets *during* combat, as well.

Get four Ore Trucks in operation as soon as possible, or you'll run out of money later in the mission.

This isn't an easy mission, but it's not overwhelming if you turn down the game speed and follow my advice: Place multiple adjacent Turrets at your three most vulnerable points, and send a group of Tanks and Artillery to help the Turrets whenever they're under attack. Focus the Tanks on Soviet Rocket Launchers, which like to sit just out of the Turrets' effective range and hammer them. Keep repairing those Turrets during combat, adding more whenever you have a moment of free time.

Mission 8B: Chronosphere Defense (Alternate)

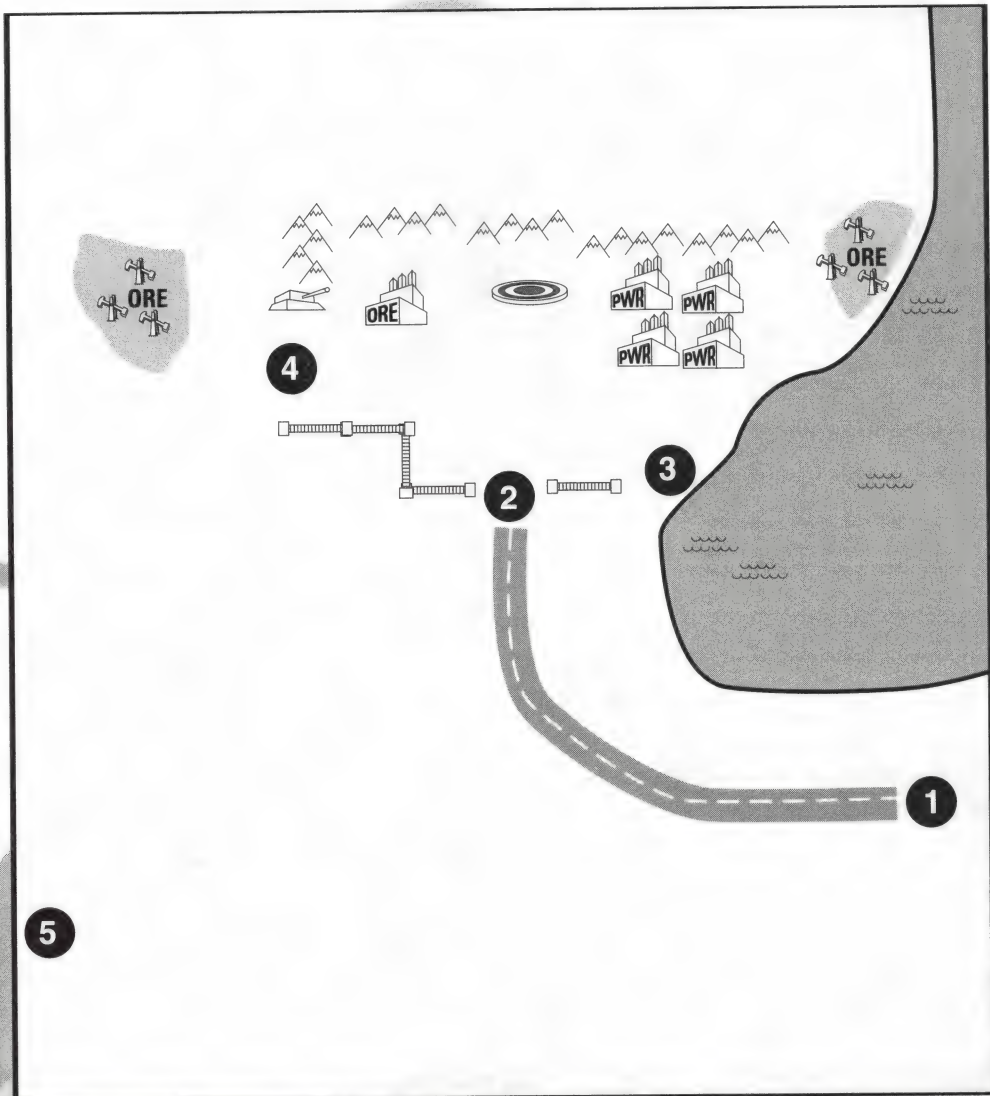
Difficulty Rating: Medium Hard

Mission Objective: Defend the Chronosphere at all costs!

Starting Forces: 1 MCV, Tank Group, 2 AP Mine Layers, 2 Destroyers, miscellaneous infantry

Tactical Objectives

As in Mission 8A, your job is to defend the Chronosphere experiment. This involves protecting the base from assaults on several fronts. Your mission is considered a success if the Chronosphere and Research Station are intact and fully powered after 45 minutes elapse.



Intelligence Briefing

This mission is somewhat easier than 8A. Your enemies attack in fewer places, and air assaults are practically nonexistent. This makes your job significantly easier than it was in 8A. Still, you'll need to use a slow game speed and sound tactics to beat this mission.



Strategy

You start at Point 1 with a small attack force and an MCV. Soon two Destroyers appear in the water nearby; send them west to attack a small group of Soviet Rocket Launchers and Tanks. Then bring your land forces west to finish off the Soviet armor.

Move your remaining units north into the base at Point 2 as quickly as possible; deploy the MCV, build a War Factory and Barracks, and produce several extra Ore Trucks to increase credit production.

As in Mission 8A, your foes will attack from several distinct directions. Point 2 is subject to periodic attacks from armor and infantry; Point 4 is subject to the same; Point 3 is a sandy beach where enemy Transport ships tend to land.

Sending your Destroyers to seek and blow up enemy Transports (or destroying the Transports with your Tanks when they try to land) neutralizes Point 3 completely. You can further secure the area by thoroughly mining the beach. Once you've done these things, Point 3 is no longer a problem.

Build up batteries of at least four Turrets at Point 2 and Point 4. Add a couple of Pillboxes if infantry are a problem. Then build a force of Tanks—both Medium and Light—and move them between Point 2 and Point 4, sending them out to meet the Soviets whenever they attack. When you have a strong enough defense force, you can venture out into the ore fields west of Point 4 and take on enemy Ore Trucks, or defend your own Trucks.

A major key to success is destroying Soviet Rocket Launchers with your Tanks. These Rocket Launchers are fragile, but their long-range attack allows them to pick apart your Turrets (and Ore Trucks) from beyond the Turrets' ranges. Therefore, make destroying Rocket Launchers your Tanks' first priority.

If you continually repair your Turret clusters, and add Tanks to your defense force, you shouldn't have too much difficulty defeating this mission. Reduce game speed if the Soviet attacks start coming from several directions at once.

Mission 9A: Save Kosygin

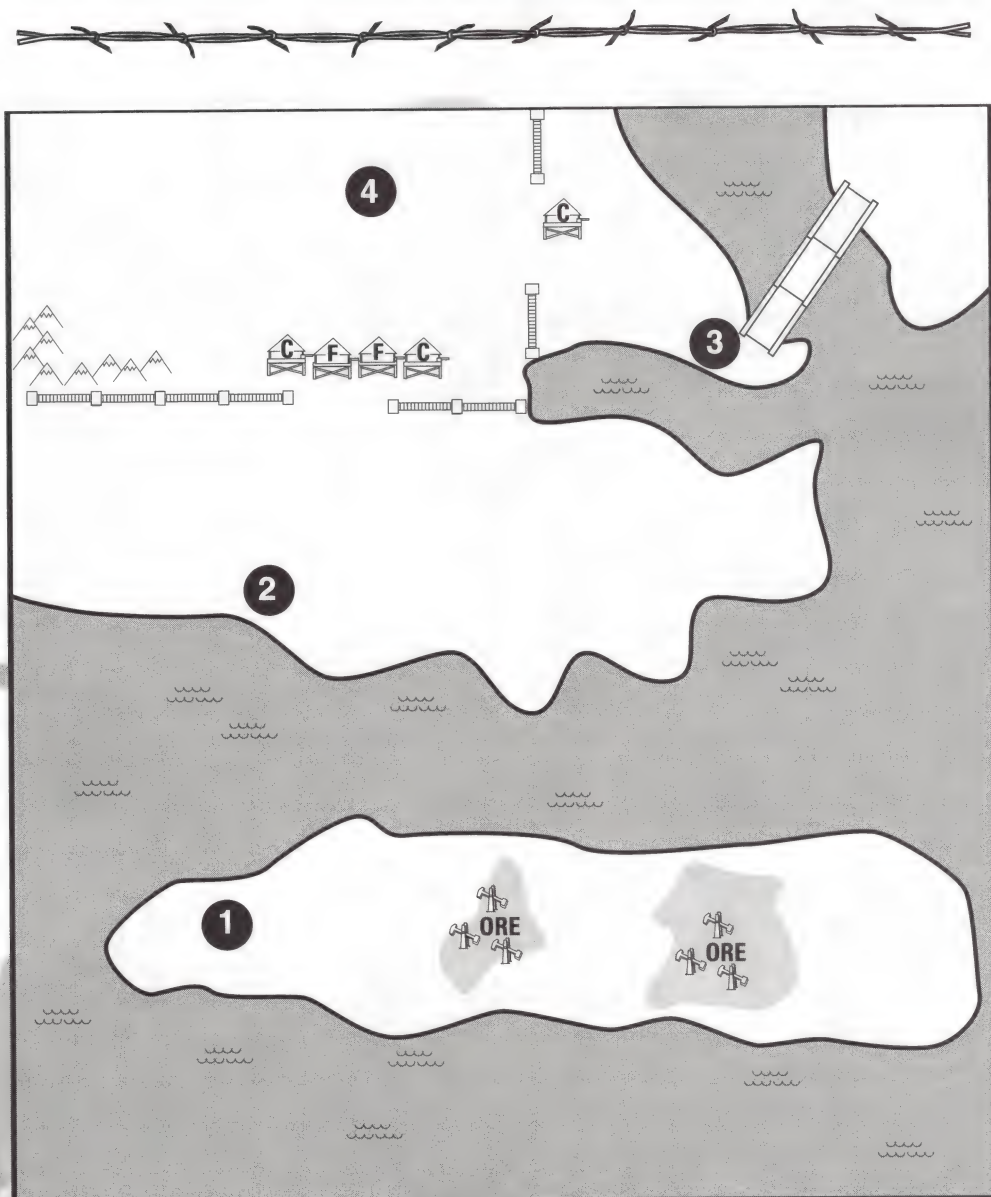
Difficulty Rating: Hard

Mission Objective: Extract Vladimir Kosygin from the Soviet Command Center.

Starting Forces: MCV, 2 Rifle Infantry

Tactical Objectives

This mission presents you with your most difficult task to date: Send a Spy into a heavily guarded base, then safely guide the scientist who emerges from the Soviet



Command Center back to your own base. This mission's difficulty stems from the base's extremely tough defense forces, and the need to protect the scientist—who, unlike a Spy, *can* be seen and attacked by all Soviet troops.

It's important to note that crushing Soviet forces is *not* part of your mission objectives. If you view this mission as a standard base assault, you'll surely fail.



Intelligence Briefing

The Soviet base is accessible via two main entrances. Choosing the correct one is vital to your success.

Both Attack Dogs and conventional forces guard the base heavily, making it impossible to win the mission purely with stealth tactics (sending in a lone Spy). It also makes destroying the base an extremely difficult proposition. The key, therefore, is to strike a balance between stealth and speed. Read the Strategy section for details.

Strategy

Make sure the game speed is relatively low for this mission, and build your base as quickly as possible. Low game speed facilitates the trickier combat sequences later in the mission, and rapid base-building allows you to perform the entire mission before the Soviets start launching legitimate attacks on your base.

Your meager forces start just south of Point 1. Establish your base very close to Point 1.

Skimp on base defense. Build an Antiaircraft Gun or two, and a few Rifle Infantry, but concentrate primarily on building four Ore Trucks. These Trucks generate fast income, allowing you to perform the mission quickly and avoid painful attacks on your base. Note that an extra War Factory will help you produce these Trucks quickly, so build one as soon as you can.

Once you've built all the standard base structures, construct a Naval Yard. When the Naval Yard is done, build about five Destroyers, and four or five Transports.

Meanwhile, you should build three APCs. Build three Spy units and place a single Spy in each APC, then load the APCs onto the Transports. Now start building Tanks and loading them onto your Transports, as well. I built only Light Tanks, because of their great speed. Feel free to experiment with Medium Tanks.

Eventually you should have four or five full Transports, containing three APCs and a whole lot of Light (or Medium) Tanks. Save the game.

Select the Destroyers and place them in Group 1; place the Transports in Group 2. Send the Destroyer group northeast, slowly guiding them toward Point 3 on the map. They encounter Submarines along the way; be patient and destroy all the Subs. Send the Transport group behind the Destroyers, at a safe distance.

Point 2 shows a sandy beach that looks inviting, but I've only noted it because it's a trap. If you land your forces there, they'll have no chance at all: The Soviet base's southern gate is too well-defended. That's why you're sailing them to Point 3, instead, where your troops can enter through the weaker eastern gate.



When your Transports arrive safely at Point 3, unload them as quickly as possible and save the game. Group all the Tanks and APCs into a single group, and send them west. Try to stay as far north as possible while driving west, or Tesla Coils on the southern shore will deplete your forces.

At the western gate, a Tesla Coil assails you. Have all your Tanks attack the Coil and destroy it; then send them in to Point 4. Don't allow them to get stuck near the gate; send them right on inside. They'll take heavy casualties, but this is inevitable.

Point 4 is the enemy Command Center. It's a nondescript square building that lies just south of a Research Center.

Have your troops gather around Point 4, but try to keep them slightly north of the Command Center to keep them out of range of a pair of deadly Tesla Coils guarding the base's southern gate. Let the Tanks sit there and fire at Soviet forces. Meanwhile, select one of your APCs, drive it right up to the Research Center, unload the Spy, and send him inside. Kosygin, a man in civilian clothes, will then come out. Select him and move him into the APC. Then drive the APC east, while the remainder of your force just sits in place. Load the APC onto a Transport at Point 3, and sail it back to your base. You'll win when you unload Kosygin and send him into the middle of your base.

If you build your base quickly enough, you should be able to do all this before the Soviets mount any sort of real attack on your base. They'll mostly just harass you with planes.

There are many ways to mess up this mission, which is why I labeled it Hard. The trickiest part is the raid on the Soviet base; you just have to get your forces into the proper position, and hope they can hold out long enough for you to rescue Kosygin. You also must hope your APCs don't all get destroyed. Soviet forces tend to ignore APCs, however, if there are Tanks to shoot at instead. Just surround the APCs by Tanks until the last moment, and at least one of them should survive.

If you have problems with Submarines, you'll need to build a few extra Destroyers.

Don't be surprised if you must reattempt this mission several times to get it right.



Mission 9B: Rescue Kosygin (Alternate)

Difficulty Rating: Hard

Mission Objective: Extract Vladimir Kosygin from the Soviet Command Center.

Starting Forces: 2 Rifle Infantry, 1 MCV

Tactical Objectives

As in Mission 9A, your task is to rescue Vladimir Kosygin. This is a tricky, multi-part process; read the entry for Mission 9A before proceeding; it provides details on how to approach this mission.

Intelligence Briefing

This mission is quite similar to Mission 9A. The terrain is a bit different, but all in all, your strategies will be very similar. The enemy is a bit more aggressive with Submarines in this mission, so be ready to build extra Destroyers.

Extra Destroyers will help you deal not only with Submarines, but also with Tesla Coils, making your land units' job a whole lot easier. Using your Destroyers properly can actually make this mission easier than 9A.

Strategy

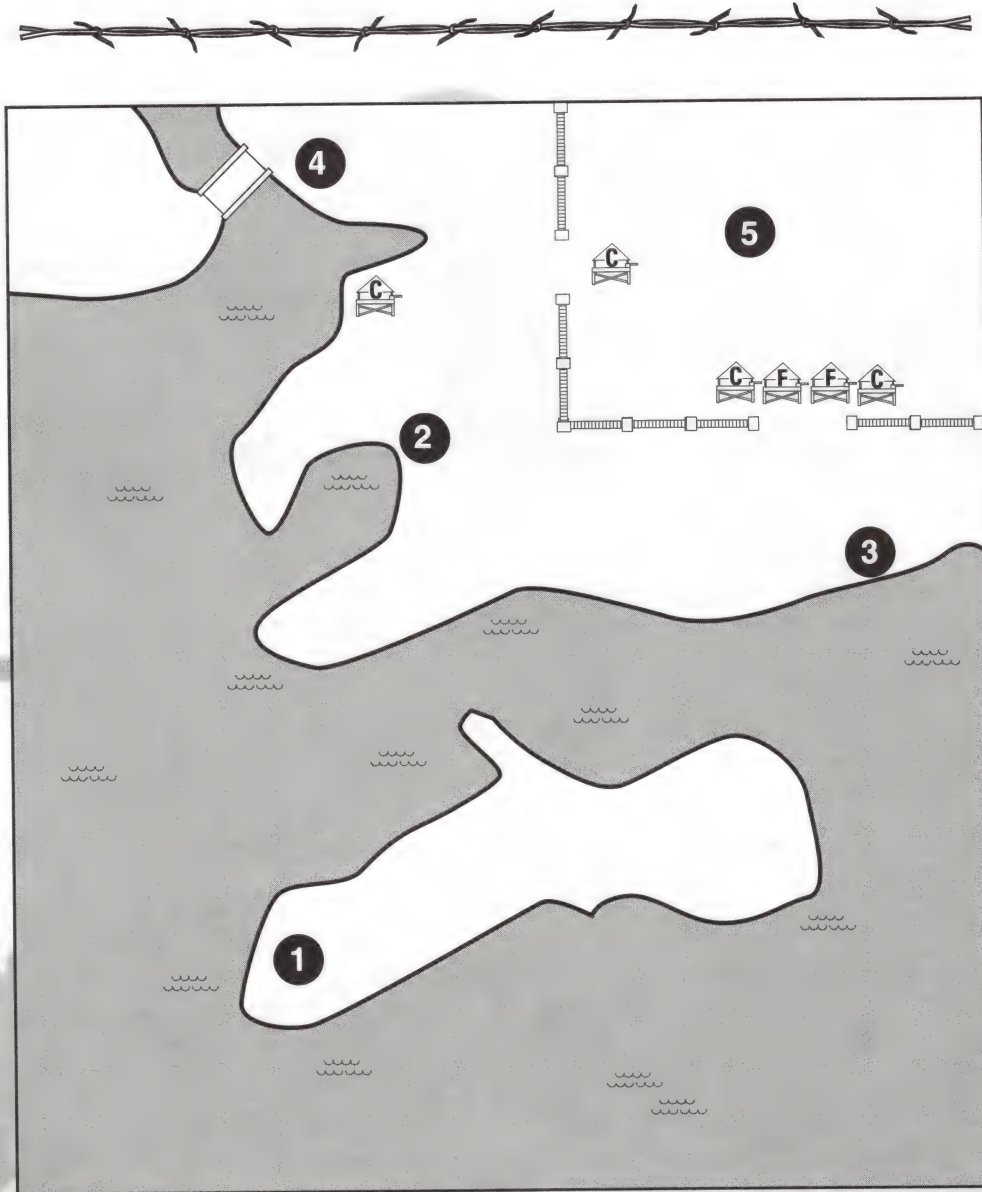
Before you start this mission, read the "Strategy" section for Mission 9A. Your strategy for this mission will be quite similar. However, here's a summary of what you must do, along with notes on the differences between Mission 9A and Mission 9B.

You start the game near Point 1. Build a base with all the essentials: Ore Refinery, War Factory, Barracks, one Antiaircraft Gun, and enough power to keep everything running. Build four or five Ore Trucks as quickly as possible, and an extra War Factory to speed up vehicle production. Base defense isn't really necessary, so don't bother. Just build a single AA Gun and a few Rifle Infantry.

Now build a Naval Yard. Construct six or seven Destroyers (preferably seven) and group them as Group 1. Then build four Transports.

Build three APCs, and put a single Spy on each APC. Load the APCs onto the Transports, and then fill up the remaining Transport space with Light Tanks. When all four Transports are full, designate them as Group 2. Save the game.

Send your Destroyer group north, with the goal of reaching Point 4. Points 2 and 3 are beaches to *avoid*: They lead to the Soviet base's tough southern entrance, and you want to attack the weaker western entrance, instead. Therefore, proceed to Point 4. Allow your Transport group to follow at a safe distance.



Near Point 4, your Destroyers will encounter several Submarines. Destroy them all; then attack the nearby Tesla Coils. There are two of 'em, and if your Destroyers can demolish both, your land units will have a much easier time during their upcoming assault.

Now land your Transports at Point 4 and disembark all your Tanks and APCs. Send them east, ignoring everything except Tesla Coils (which they should attack, if your Destroyers haven't finished them off already). Have the Tanks and APCs swarm around Point 5 (the Command Center) inside the Soviet base. Then



select an APC and drive it as close as possible to the Command Center. Disembark your Spy and send him into the center, and then select Kosygin (the guy who runs out of the building). Place Kosygin in the APC and drive it west to Point 4. Leave the rest of your strike force inside the Soviet base.

Load the APC with Kosygin onto a Transport and send it back to your base. When Kosygin disembarks and enters your base, the mission ends.

The main difference between this mission and 5A is the need for extra Destroyers.

Mission 10: Destroy the Nukes!

Difficulty Rating: Hard

Mission Objective: Launch a preemptive strike on a Soviet nuclear base.

Starting Forces: MCV, 4 Medium Tanks, 2 Light Tanks

Tactical Objectives

The Soviets have an unknown number of nuclear missiles. You must destroy the base that contains these missiles, and watch out for nukes as you fight.

Intelligence Briefing

This scenario starts out like a huge base assault mission, but quickly becomes something more.

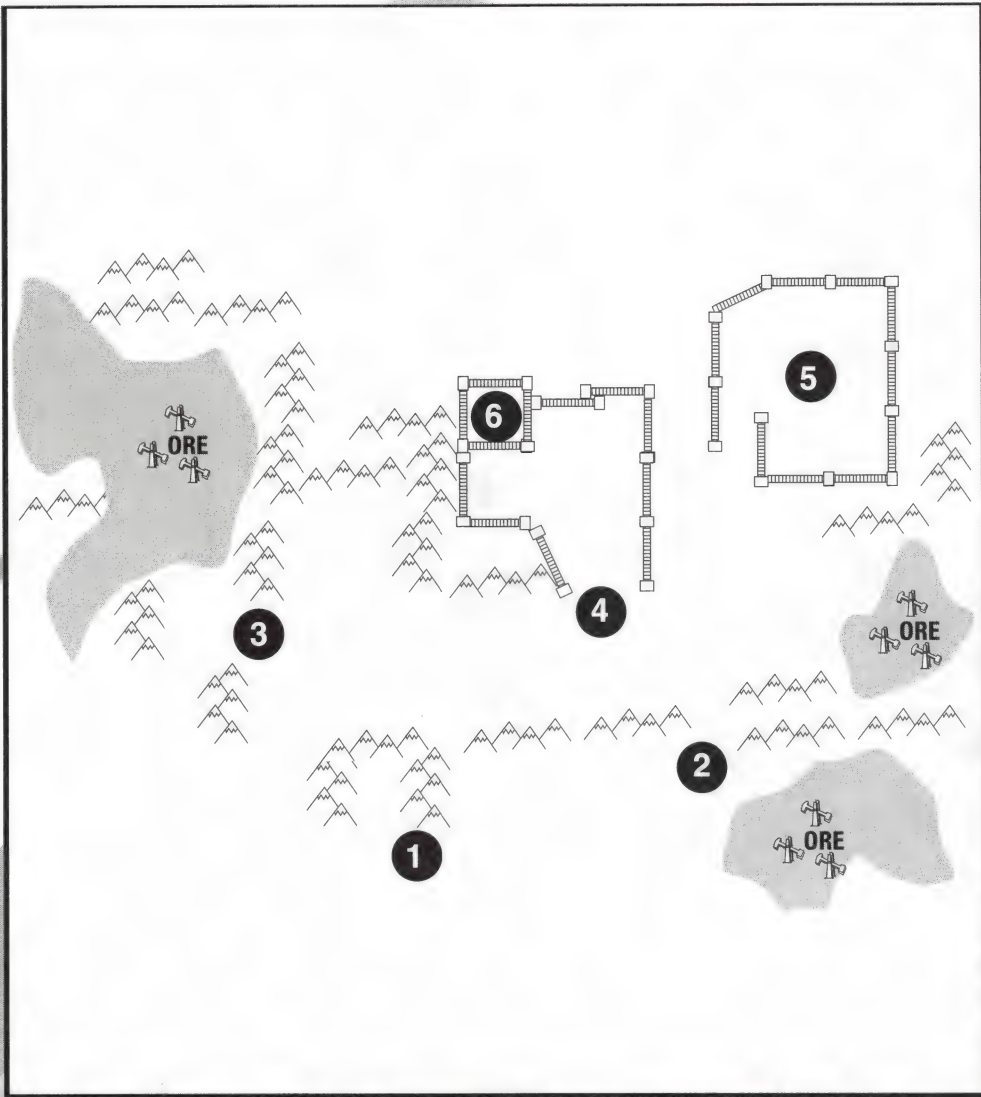
In the first stage of the game, you must build your own base quickly, and defend it well, while producing a massive assault force to wreck the enemy base. Later, when enemy base destruction is well underway, you'll receive an urgent message instructing you to capture the enemy Command Center with a force of Engineers. Once you've done *that*, you're taken to an interior battleground, where you must lead a small assault team to deactivate the control panels of four nuclear missiles.

This mission allows you to build a Technology Center, with its world-viewing satellite, and Longbow helicopters. The satellite comes in very handy: You'll find it's much easier to plan your strategy when you have a clear view of the entire map.

My best advice for this mission is to save the game frequently!

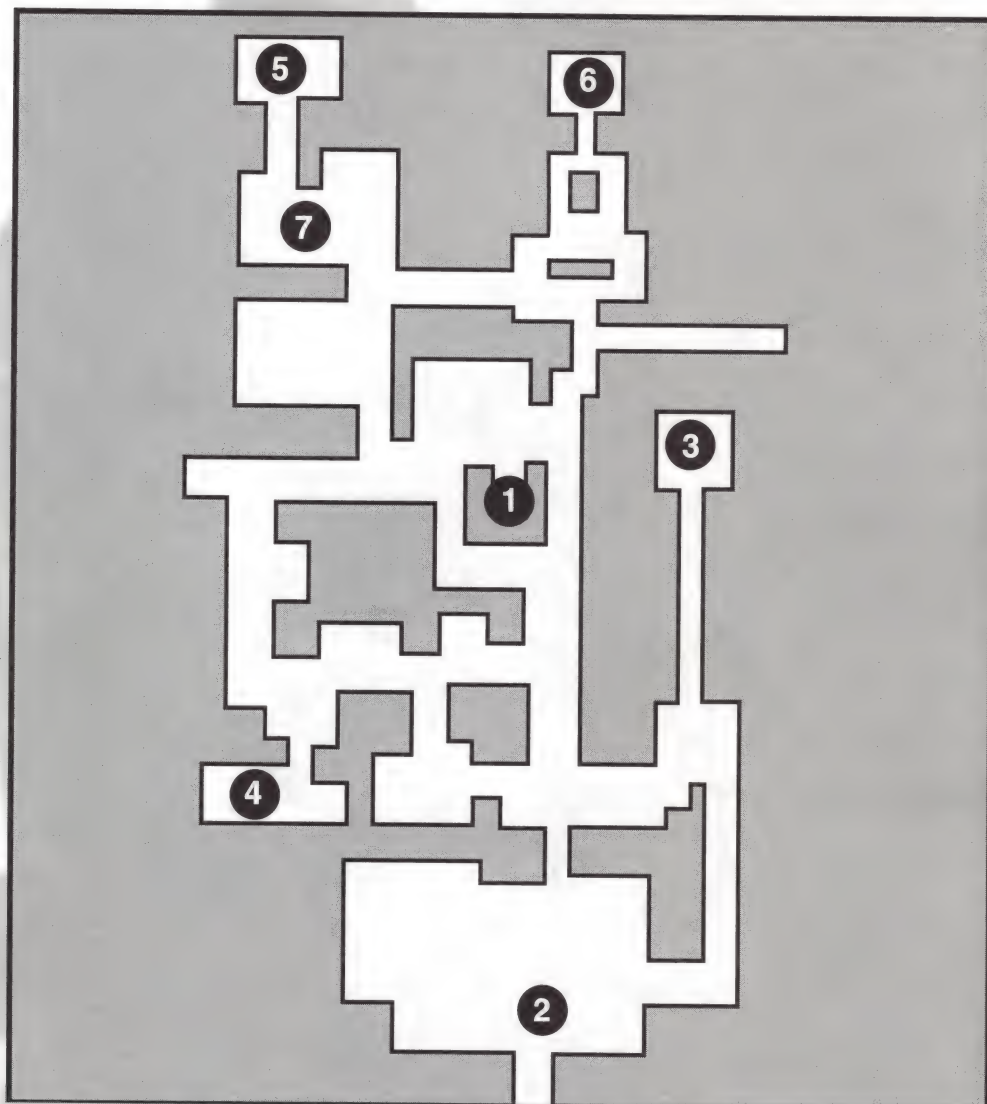
Strategy

You start the mission west of Point 1. Proceed east to Point 1 and set up your base—you'll know you're there when you hit the edge of the ore fields.



Quickly build a base at Point 1. Build all the usual base structures. Early on, you should build a second War Factory and Ore Refinery, and make sure you have about six Ore Trucks to speed your production of credits and vehicles.

Two or three Anti-aircraft Guns is all the air defense you should need. Likewise, you shouldn't need too many Turrets or Pillboxes. Just start building a huge army of Medium Tanks as soon as possible, and keep adding to it as time goes by. Post this Tank army at Point 2, a pass where Soviet forces are likely to appear. Keep a few Tanks and Rifle Infantry at the base, though, just in case.



After a while, you should have an absolutely massive army of Medium Tanks, with a few Artillery and Light Tanks for good measure. Leave a strong defense force at Point 2, and send the remainder of the army to Point 3. There's a huge ore field north and west of Point 3, and if you can station your Tank force here to discourage Soviet mining, you'll gain a significant cash advantage. Continue to build Medium Tanks and send them to Point 3 as reinforcements.



Meanwhile, build an advanced Technology Center and several Helipads. Six or seven pads, each with a helicopter, is ideal.

The Tech Center eventually launches a satellite that lets you see the entire battlefield. Group the helicopters into a single attack squad and send them to destroy key targets at the enemy base. There are SAM batteries in the base, but your radar view lets you see them and steer your helicopters clear of their damaging missiles. Target the southern War Factory, Tesla Coil, and Flame Towers first. Also take out enemy Construction Yards if possible. This prevents new construction, and really hampers the Soviet war effort.

After your helicopter squad has taken out several enemy structures—the southernmost Tesla Coil is most vital—launch a land attack. Move your huge Tank army from Point 3 to Point 4, systematically destroying all Soviet armor units, then infantry, then structures. Do not attempt this assault until you have a truly overwhelming force, though—at least 20 Medium Tanks, with a few infantry mixed in. You must have enough Tanks to destroy the base *on the first try*. Save the game before you attack.

Sometime during your base assault, a transmission from headquarters orders you to take over the enemy Command Center with Engineers. Start building an APC and several Engineers while destroying key base buildings—but avoid the Command Center at Point 6. Time is now a factor, so move briskly. Send your Engineer-filled APC north to Point 4.

Have your Tanks surround Point 6 and destroy any remaining opposition (there may be a pesky Tesla Coil left). Then shoot a hole in the Concrete Walls surrounding the Command Center and send in the APC full of Engineers. The first phase of your mission ends when the Engineers take the building.

Phase 2 takes place inside the Command Center. You start with several Rifle Infantry, a Medic, three Engineers, and two Spies. Your job is to get an Engineer to all four missile command areas and de-activate the nuclear missiles.

You start at Point 1 on the Phase 2 map. First, save the game, and *leave your squad alone for a few minutes*. Don't worry about the clock; if you've followed my instructions so far, you should have about 40 minutes left. Your troops are extremely vulnerable to enemy infantry and Attack Dogs, but if you let your troops sit in place, they'll gun down several waves of enemies.

After a few minutes have elapsed, send a single Spy out of the alcove and have him proceed south, with the goal of reaching Point 2. Remember, only Attack Dogs can see him. If you waited long enough at the start of this phase, most of the Attack Dogs in the complex will be gone. When your Spy reaches Point 2, Tanya appears



unexpectedly. Have her shoot any nearby enemies, and then save the game. Don't worry about the Tanks in this area—they won't try to kill you.

If this technique doesn't produce Tanya, you'll have to send your entire group down to point Z. Killing the guards down there should trigger her entrance. Also, don't worry about the rest of your group while you're sending the Spy south. If you leave them in precisely the formation they started the mission in, they can shoot down any approaching Soviets.

At this point, send Tanya and the Spy back to Point 1. Form two groups: Put Tanya in one group, and everyone else in the other. Tanya should lead the way to the Command Centers, at Points 3, 4, 5, and 6 on your map. The others should follow her. Don't let them lag *too* far behind, but definitely keep them back. Have Tanya clear any new areas you encounter, moving the others in when it's safe. The Medic in your group can heal Tanya when she gets injured.

That's all there is to it. Whenever you reach a Command Center, select an Engineer and have him touch the command console to deactivate the missile.

If you save the game regularly, this part of the mission shouldn't be too hard. Watch for Attack Dogs and be sure to investigate intersections thoroughly with Tanya: If you don't, Soviet troops tend to ambush your soldiers from hallways you failed to explore. The only tricky area is Point 7, where there's a Flame Tower. When you find this room, have the Medic restore Tanya to full health and then send her directly in to blow it up with her explosives. She'll get hurt as she approaches the Tower, but not killed. Have the Medic heal her again when the Tower is gone.

Mission 11A: Clear the Way

Difficulty Rating: Medium Hard

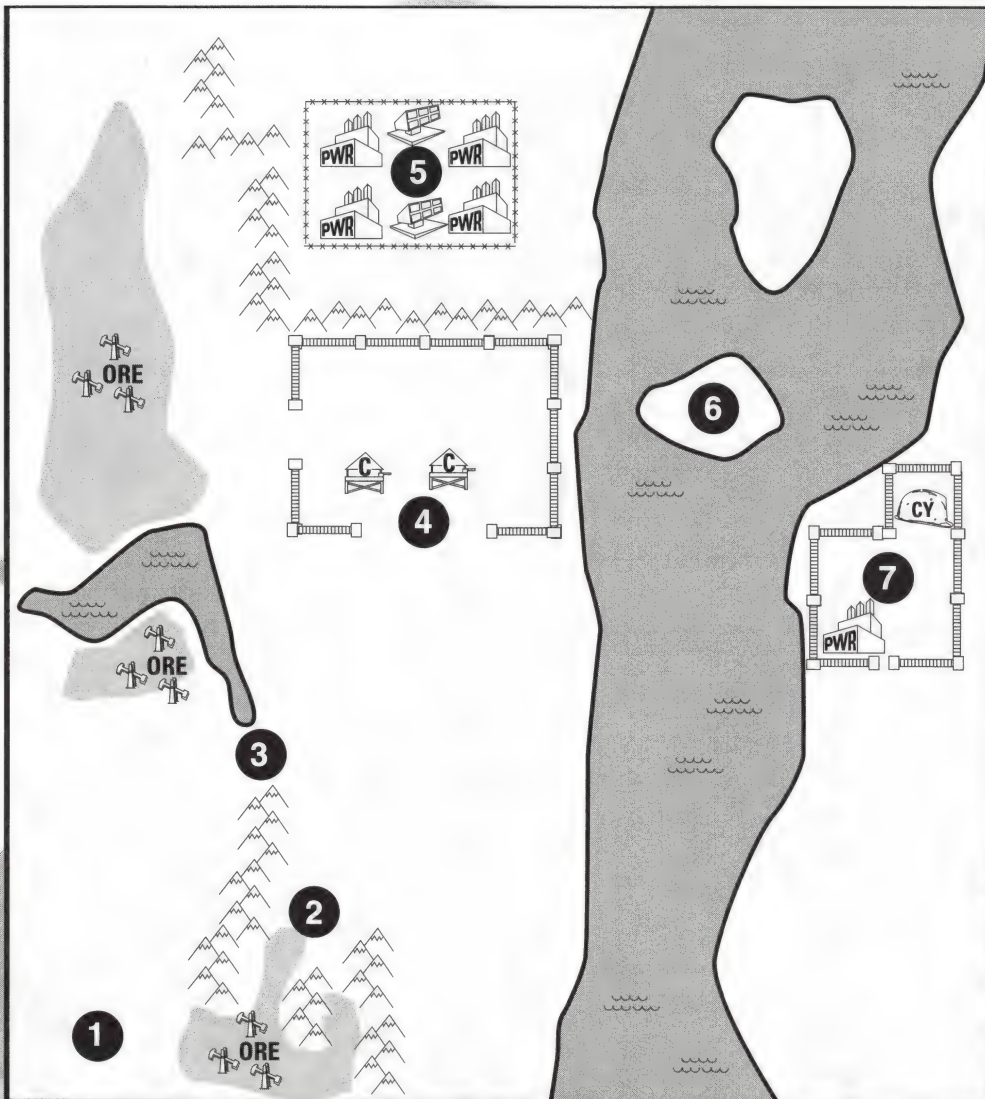
Mission Objective: Destroy all Soviet influence in the area, so Allied sea power may cross freely.

Starting Forces: 2 MCVs, 3 Medium Tanks, 2 Light Tanks, 2 Artillery, 2 Rifle Infantry

Tactical Objectives

Your objectives in this mission are simple: Clear the sea for Allied ships to cross. In practical terms, this boils down to eradicating every red unit and structure on the map.

This should be a fairly easy mission for anyone who's gotten this far. There's a two-hour (real time) time limit, but this should pose no real threat to your success. Just work quickly, and you'll find you have at least 20 minutes to spare when you're done.



Intelligence Briefing

Unlike most missions, where you must face a single, unified enemy base, this mission forces you to deal with several discrete bases. Only one of these bases is truly operational, however: The remaining areas are simply there to destroy. Understanding this makes your job significantly easier.

As before, you can build Helipads and a Technology Center. Both structures will come in very handy on this mission.



Strategy

Your start at Point 1 with two MCVs and a small armored force. Deploy an MCV near Point 1 and start building your base in the usual fashion, adding two or three Anti-aircraft Guns for air defense. Instead of building Turrets, however, just build lots of Medium Tanks. Your base won't be under attack often enough to justify Turrets. Save the other MCV for later.

Produce four or five Ore Trucks, and start massing an army of Medium Tanks at Point 2. Add a few support vehicles and Rocket Soldiers, as well: the Rocket Soldiers are particularly useful against air attacks. When you've depleted the ore near Point 2, move this force up to Point 3 so your Ore Trucks can mine in that area without Soviet forces harassing them.

Meanwhile, build a Technology Center so you can get a clear view of the battlefield. Build six or seven Helipads, as well.

Eventually you'll have about 15 Tanks at Point 3, and a strike force of six or seven Longbow helicopters at your base.

When the satellite goes up, observe the battlefield. The Soviets have a fully functional base at Point 4, a bunch of Power Plants at Point 5, a Tesla Coil installation at point 6, and a small construction base at Point 7. Note that SAM missiles heavily guard areas 5 and 6, but the other areas are vulnerable to Longbow helicopter attacks—a critical weakness.

Send your entire group of helicopters to destroy the Construction Yards near Point 7 and Point 4. Once all Construction Yards are gone, the Soviets can no longer replace the buildings you destroy. Be sure to avoid the SAMs at Points 5 and 6 as you do this!

Now send the helicopter group to destroy the Tesla Coils and Flame Towers in the base at Point 4. Then destroy the War Factory and any Barracks you find there. This leaves the base with no fixed defenses and incapable of producing more units. Send in your entire Tank force from Point 2, and destroy all Soviet units inside.

Now destroy all Power Plants inside the base, and destroy the Sub Pen at the base's eastern edge. Also, using your Tanks and Artillery, destroy the southern row of SAM batteries located in the base at Point 5. A ridge blocks your units from the base at Point 5, but Tanks and Artillery can shoot far enough to demolish those SAMs.

Use helicopters to destroy all the Power Plants at Point 5. You'll have to bite the bullet and use helicopters to destroy the remaining SAM batteries. The SAMs will take out a few helicopters, but if you attack in groups of 6 or 7, that's all you'll lose—one or two 'copters. Replace them as the SAMs shoot them down, and repair damaged helicopters at your Service Depot between attacks.



Now deploy your second MCV east of the base at Point 4. Be sure to deploy this MCV near the beach, because you'll need to build a Naval Yard there.

Send your helicopters to destroy the Power Plants at Point 7. At this point you should have destroyed 'most every Soviet-owned Power Plant, so the Tesla Coils at Point 6 won't work any more. Leave a few useless Soviet buildings standing—stuff like Radar Domes and Command Centers—to suck any remaining power from the Tesla Coils.

Meanwhile, try to build two Naval Yards near your new base east of Point 4, and produce Destroyers as quickly as possible. Soviet Subs will try to blow up both your Destroyers and your naval bases, which can be frustrating, but just keep building. Eventually the Destroyers will kill enough Subs that your naval bases are left in peace. When this happens, build a strike force of at least six Destroyers, and send it out to destroy any remaining Subs. Add Destroyers to the group if their number falls below four.

When they finish looking for Subs, the Destroyers can shoot the SAMs and Tesla Coils at Point 6. While they do that, have your Tanks destroy all remaining Soviet units and structures on the mainland. Then build a few Transports and load your Tanks on board. Sail the Transports across the bay to attack the base at Point 7. When you've destroyed the last Soviet units and structures, the Allied fleet sails through the channel, and you'll know you've won.

Mission 11B: Clear the Way (Alternate)

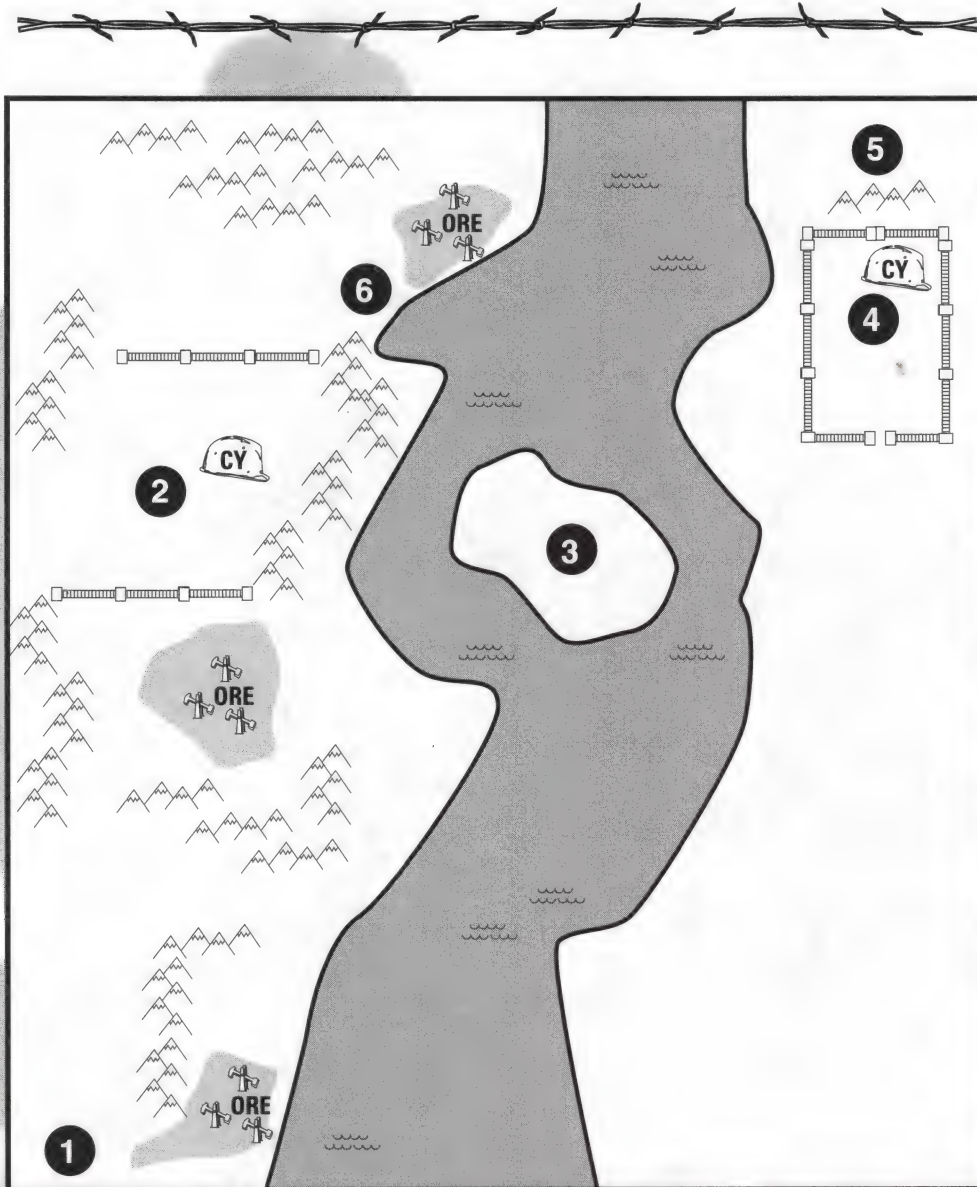
Difficulty Rating: Medium Hard

Mission Objective: Destroy all Soviet influence in the area, so Allied sea power may cross freely.

Starting Forces: 2 MCVs, 3 Medium Tanks, 2 Light Tanks, 2 Artillery, 2 Rifle Infantry

Tactical Objectives

Your objectives are the same as in Mission 11A. Refer to that mission's entry before reading this section.



Intelligence Briefing

This mission isn't necessarily harder than Mission 11A, but the Soviets' main base is better guarded against air attacks than their main base in that mission. Therefore, expect to lose a few more helicopters (incurring more expenses) than you would in Mission 11A.



Strategy

As in Mission 11A, you should build up a lightly defended base at Point 1 while producing tons of Medium Tanks and lots of Ore Trucks. See Mission 11A's "Strategy" section for more details.

When your Tank army is complete, and you've launched your satellite, and you have a strike force of six or seven Longbow helicopters, use the 'copters to destroy the Construction Yards near points 2 and 4. Avoid SAM Sites, and replace any helicopters that get shot down.

When you've destroyed the Construction Yards, use the helicopters to destroy the SAM Sites, Tesla Coils, War Factory, and Barracks in the base at Point 2. Then send in your army of Medium Tanks to finish off all resistance, and destroy all remaining structures near Point 2.

Build a new base near Point 6 with your extra MCV. Build a shipyard there, and crank out six Destroyers as quickly as possible while defending the Naval Yard from Submarine attacks as best you can. When you have a fleet of six Destroyers, send them east to make sure no Soviet Subs are in the water between Point 6 and Point 5. Avoid the island at Point 3; however, the Tesla Coils there are likely to be at full strength. You haven't disabled enough Soviet Power Plants yet to render them inoperative.

Create a Transport and load several Tanks on board. Sail the Transport toward Point 5, disembark the Tanks, and destroy all the Power Plants you find there. Now the Tesla Coils at Point 3 will go off-line.

Send your Destroyer group all around the channel, destroying Submarines as you go. Use the Destroyers to take out everything near Point 3, as well, and remember to replace any Destroyers that get sunk.

When all Soviet units and structures are gone, you win.

Mission 12: Dismantle the Iron Curtain

Difficulty Rating: Medium Hard

Mission Objective: Capture all research facilities and destroy prototype Iron Curtain.

Starting Forces: MCV, 2 Light Tanks, 2 Medium Tanks, 1 Artillery, Assorted Infantry

Tactical Objectives

Your task in this mission is to take control of two research facilities, each in its own Soviet base, and destroy a prototype of the Soviet's dreaded Iron Curtain technology.



In game terms, this involves building up your own base rapidly, and overrunning the Soviet bases housing these three structures. You could use a stealthy approach, but I find that all-out destruction works best.

Intelligence Briefing

The Soviets possess two bases, one to the west and one to the east. The eastern base is closer to your starting locale, and doesn't possess full-scale vehicle and infantry



production capabilities, so destroying it isn't that difficult. Once you demolish this base, the eastern half of the map is effectively yours, allowing your Ore Trucks to gather a new supply of risk-free ore.

You must deal with the effects of the Iron Curtain in this mission. The Iron Curtain makes a single Soviet unit invincible for a given amount of time; the affected unit is rust-colored, instead of the usual red. The unit returns to its normal color when the effect wears off.

Typically, the Soviets use the Iron Curtain to render a Mammoth Tank invincible and send it to harass your base. Allow it to shoot; just repair the structure it's shooting at, and all should be well. When the effect wears off, send in multiple Medium Tanks to finish it off.

Strategy

You start at Point 1 with a typical base-building force. Construct your base and build two ore factories as soon as possible. Add at least three Antiaircraft Guns in key places, as Soviet air strikes are frequent.

Build a standard Medium Tank army, and keep it close to your base. Watch for invulnerable Mammoth Tanks (see the intelligence briefing) and deal with them as best you can.

Keep augmenting your Tank army, and build both a Technology Center and a set of six or seven Helipads. When the satellite goes up, inspect the two enemy bases for SAM Sites. Use a strike force of seven helicopters to destroy the SAM Sites in the base at Point 2, then have the helicopters destroy the Construction Yard within. Then repair or replace any damaged helicopters, and have the group destroy the Construction Yard inside the base at Point 3. Usually the easiest way is to fly north across the water to the northern edge of the map, and then cut west, thereby avoiding all but one or two SAM Sites.

Once both enemy Construction Yards are gone, you're well on your way to winning the game. Send the helicopters to destroy the Tesla Coils and Flame Towers protecting the Point 2 base (after first destroying any SAMs in the way). Once these defenses are gone, your Tank army can roll in and demolish the base's most critical structures. Leave the Research Center intact, though, and send an Engineer in an APC to take control. Then save the game.

Now move the Tank army back into your base. Have your helicopter group destroy the War Factory and Barracks in the Point 3 Soviet base—again, have them target SAM Sites that get in the way first. Then destroy Tesla Coils and Flame Towers.



You've destroyed their ability to produce vehicles and soldiers, and they have no more Tesla Coils: The Soviets are in trouble. Send your Tank army to take control of the base at Point 2. Kill all units you find there, but don't bother destroying structures. Just send an Engineer to take over the Research Center near Point 2, and then demolish the Iron Curtain prototype, which looks a lot like an iron sphere. This ends the mission.

Mission 13: Destroy the Weapons Facility

Difficulty Rating: Very Hard

Mission Objective: Destroy the weapons facility by placing explosives on all generators.

Starting Forces: Several Rifle Infantry, 4 Engineers, 2 Medics, 1 Spy

Tactical Objectives

You have 45 minutes to scour the weapons plant, placing explosives on every generator on the area. Engineers are the only units that can place explosives, and the only units that can operate the numerous computer panels you'll encounter in the base. These panels allow you to disable deadly Flame Towers.

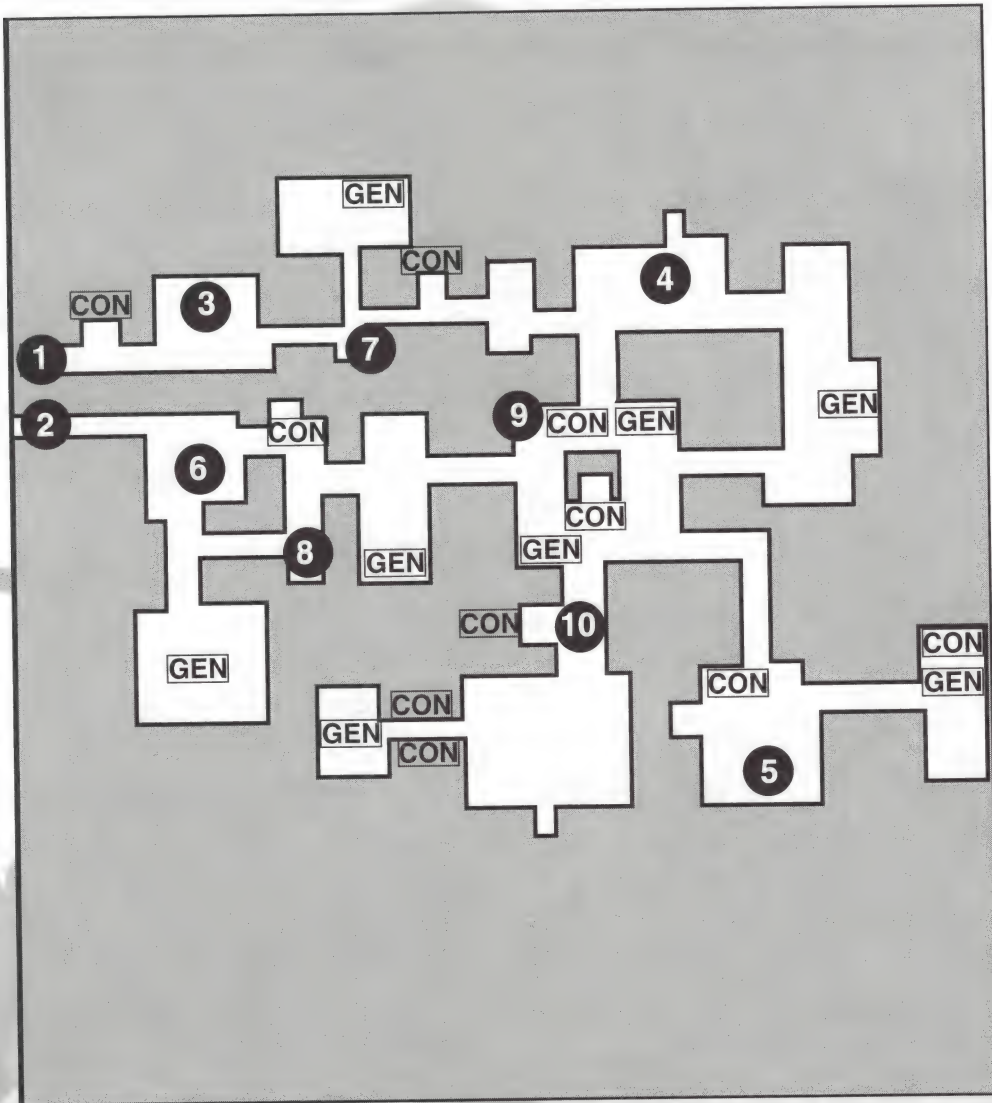
Intelligence Briefing

This is one of the few missions where time is truly critical. Unfortunately, you can't afford to hurry too much, because a single false step can cost you the mission. This makes Mission 13 thoroughly challenging—and very frustrating, if you don't approach it correctly.

Don't attempt this mission at normal game speed. Slow the game at least one notch before you start.

Strategy

I intended to write this section as a step-by-step guide to beating the mission, but I quickly abandoned that approach. There are so many computer consoles to activate, generators to blow up, and guards to deal with that the instructions soon became a complicated mess, more confusing than helpful. Therefore, instead of outlining every detail, I provide a general strategy for beating the mission, and comments on the trickiest parts.



You can't afford to lose more than two or three soldiers during this mission—at least until you've completed most of it; then you can afford to lose a few. Therefore, a key to success in this mission is saving the game every time you defeat an enemy—or group of enemies—*without* losing a man. Reload from your last saved position whenever you *do* lose someone, unless you faced several enemies at once and it's clear you can't get through the fight without losing at least one soldier. These situations are rare, however.



Don't save the game if a Medic was seriously injured or killed, because the Medic can't heal himself (until you manage to unite your two Medics; this happens only later in the mission). However, it doesn't matter if other soldiers get injured: Just heal them with the Medic. As long as your Rifle Infantry aren't dead, they can be fully healed.

You start the mission with two teams, one at Point 1 and one at Point 2. This mission's basic principle is to lead your Rifle Infantry through the complex with a Medic right behind, destroying enemies along the way and saving the game whenever they kill an enemy without sustaining losses. When the soldiers encounter a computer console or generator, have them clear the area of enemy troops. Then bring in an Engineer to activate it or place explosives: Do this by positioning the Engineer directly below the console or generator. You'll hear an audio confirmation such as "Explosives placed" or "Tower deactivated" when the Engineer has done his job. If you don't hear this message, the Engineer probably isn't standing in the right spot.

The Spy is somewhat useful for uncovering new territory, though he's vulnerable to Attack Dogs. Because you can refer to the map included in your book, you won't need to use the Spy much.

Several Flame Towers are scattered throughout the base. You can destroy almost all by sending an Engineer to use a specific console. Except in one case (which I discuss later), *never* move your soldiers into a Flame Tower's range. Instead, look for the console that will destroy that particular Tower.

Consoles look like white computer terminals; generators look like square boxes with prongs sticking out the right side.

This mission's main difficulty lies in keeping your men alive. The following tips will help you do just that:

- The slower, the better. Reduce game speed, and you'll be better capable of micromanaging combat. For example, you have more time to move an extra Rifle Infantryman into position to finish off an enemy soldier, or more time to select a Medic and click on your most injured infantryman to heal him.
- Try to move your infantry in a single, tight cluster, with the Medic slightly behind. Lone infantrymen out ahead of the main group are vulnerable to enemy fire.
- Your soldiers defend themselves better when they're not moving. Therefore, it's usually best to move your infantry groups in very small steps. When they halt, look around for enemies before taking another small step. Don't actually click on enemy soldiers to target your infantry on them; instead, just let your



infantry stand in place and shoot on their own initiative. The exception is when your infantry are out of range, so that the enemy is attacking but your men can't return fire. In this case, you must charge in.

- If the game speed is slow enough, you can easily use a Medic to heal specific soldiers. Just select the Medic and then click on the injured soldier. Unless you manually tell Medics who to heal first, they tend to heal the wrong people. It's no fun watching your Medic heal a soldier with minimal injuries when he could have saved the life of a half-dead soldier.
- Save the game after every little victory! It may not be your style, but because you can't afford to lose many soldiers, you'll need to save after successful battles.

Here are some specific tips for tricky areas of the complex.

When you start the game, move your Rifle Infantry at Point 2 to the north side of the hallway. A vehicle soon drives in from Point 6, squishing anyone in the southern half of the hall.

You can ignore some of the enemy soldiers in areas 3, 4, and 5. There's no need to get close to them or start a fight; just keep your men a good distance away. Area 5 is a special case. There, a whole bunch of enemy Rifle Infantry, Grenadiers, and Flame Soldiers stand in a rigid formation with a sergeant standing slightly north of them. These soldiers react unpredictably. Sometimes they charge at your soldiers, and sometimes they just stand in place, ignoring your men completely. I recommend sending a single Rifle Infantryman down there to investigate, and leaving the rest of your men in the hall to the north. Usually the lone infantryman can assassinate the sergeant without provoking the other soldiers. Then you can heal him with a Medic, and send him back again to have him shoot the barrels that fill the room, thus destroying the whole squad of enemy soldiers. Of course, depending on how these soldiers react, you might be able to ignore them completely—just keep your men a good distance away.

Point 6 contains several vehicles that can move around. This makes them dangerous, so use lone riflemen to blow up barrels (and the vehicles along with them) once you've cleared the infantry from the room.

Three extra Rifle Infantry appear at Point 2 after about half your time has expired. Look for them every so often, and send them to join the rest of your army when they arrive.

Points 7 and 8 contain crates that will heal all your units to full health. This is useful if your Medics are dead, but I still can't recommend saving the game if your Medics get severely injured or killed. The crates are no substitute.



At Point 9 a Flame Tower guards a console. Because you can't deactivate the Tower right away, you must deal with it. Use a single infantryman to distract the Flame Tower while an Engineer runs up to activate the console. It's okay if you lose the infantry guy, but making him run just into Flame Tower range and then away usually keeps him alive. Save the game before trying this, and experiment.

After you activate the console at Point 9, you'll be able to join your two groups of soldiers in this very room. There will still be a few active Flame Towers in the room, but your men can avoid them.

The console at Point 10 *controls* a Flame Tower in the large room to the south (unlike the other consoles, which destroy Flame Towers), and the Tower proceeds to kill most of the enemy soldiers therein. Be patient, and wait for the Tower to destroy everything in its radius before sending your men south.

That's about it. Save often, be patient, and never approach a Flame Tower. These rules will see you through to Mission 14.

Mission 14: Final Assault

Difficulty Rating: Hard

Mission Objective: Crush the remains of the Soviet empire.

Starting Forces: Tanya, 2 Thieves

Tactical Objectives

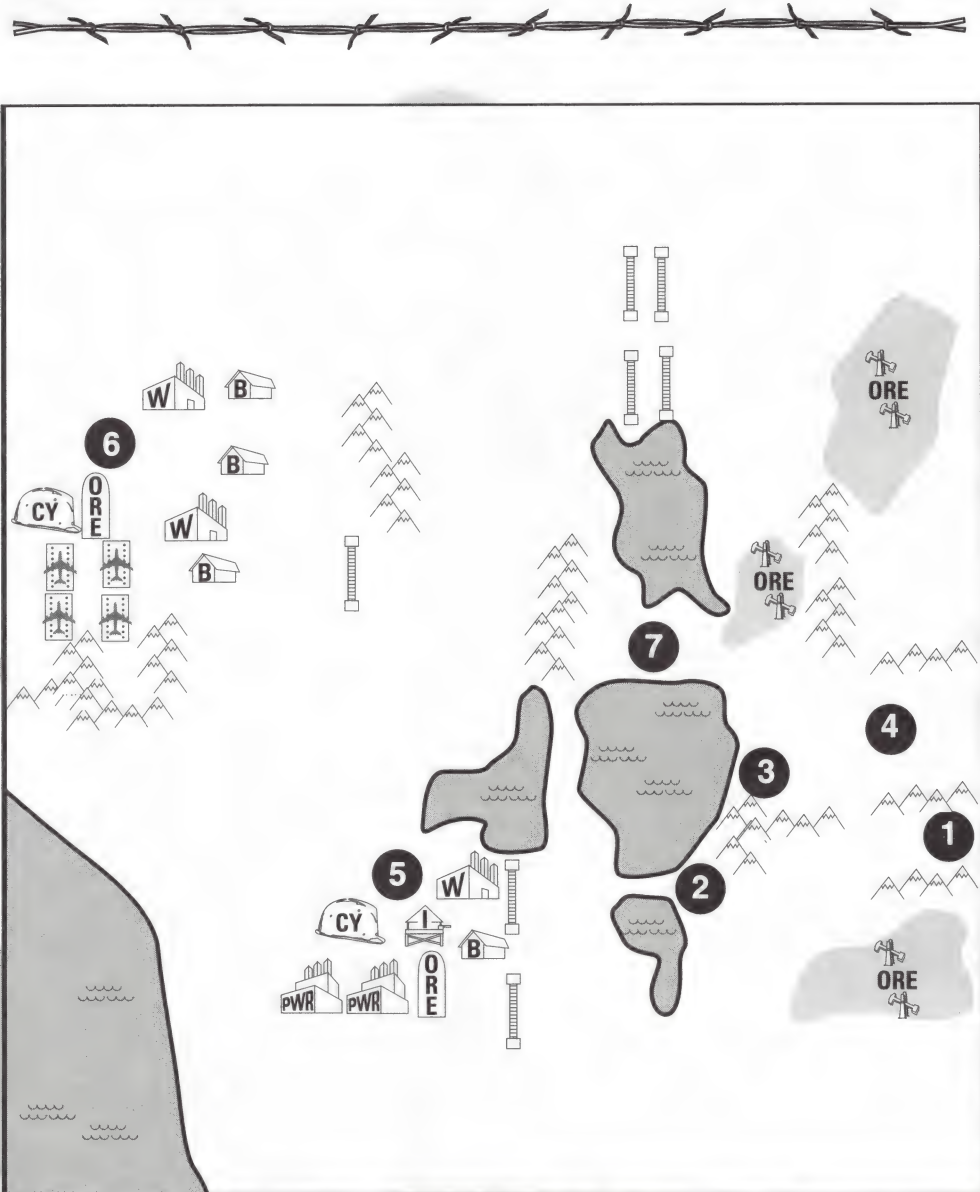
Destroy the remaining Soviet forces. You must contend with two main Soviet bases, one large and one small.

Intelligence Briefing

After engaging in a bit of trickery with Tanya, this battle becomes a fairly standard base assault.

This mission is not substantially harder than the previous missions, as long as you follow the following strategies. The only real problem is that the Soviets are in a better position to collect ore, while you must defend a lot of territory to keep your Ore Trucks safe. The sheer scale of the battle almost ensures that you'll have money problems at some point. Fortunately, you have Thieves to make the job a little easier.

Another factor that might make this mission difficult is all the new technology. You'll be tempted to play around with the Chronosphere—which is fine, but the Chronosphere isn't particularly useful in this mission. The enemy bases are too well-defended for a lone Tank to cause much havoc.



Strategy

Tanya and two Thieves start at Point 1. Tanya must shoot an onslaught of infantry right away, or they'll blow up the barrels that Tanya and the Thieves stand next to. Shoot those infantry and move your units west, away from the barrels.

Keep the three units together, and move them west toward Point 2. If a Supply Truck appears, have Tanya shoot at it. It's unlikely she'll be able to destroy it without following it; that's okay. Don't follow it. Just proceed to Point 2, by the water's edge. Save the game here.



To the north is a ridge. Tanya can squeeze between the water and the ridge to access Point 3. Have her blow up the Power Plants she finds here. A helicopter with Rifle Infantry soon appears in the enemy base at Point 4. Just have Tanya shoot the enemy soldiers as they emerge from the 'copter.

That Supply Truck you saw earlier is parked inside this base. But it won't be for long! At some point it starts moving. As soon as you see it move, you must react quickly. The Truck will drive south, toward a bunch of barrels. Have Tanya shoot the barrels and destroy the Truck, revealing a crate of money. When Tanya picks up the crate, Allied reinforcements arrive.

If the Truck gets away from you, restart the mission. The Truck's payload is crucial to victory! You may have to send Tanya into Flame Tower range to pick up that crate. Save the game before trying to get it, and reload if you lose Tanya.

Tanks, Rangers, and an MCV appear after Tanya gets the crate. Use these vehicles to demolish the base at Point 4. **Remember**, Tanya should have destroyed all the Power Plants already, so the Tesla Coils should be nonfunctional.

Deploy your MCV and build your *own* base at Point 4. Make a large base with two Ore Refineries, at least five Ore Trucks, at least three Antiaircraft Guns, and several Pillboxes to deal with pesky infantry. Build a Technology Center and the usual horde of Medium Tanks. These Tanks will be crucial, as the Soviets send a steady stream of Tanks to harass your base. Also build a Naval Yard, several Destroyers, and a few Cruisers. These units can't travel far, but if you send them north, they can shoot at the pass at Point 7 and destroy most enemy armor units before they get close to your base. The Destroyers also kill enemy aircraft. Two or three Cruisers and three or four Destroyers make a good mix.

Also build a fleet of helicopters. Eight is a good number.

Build a Chronosphere if you want to, but the most useful thing you can do with it is to send Cruisers to the other bodies of water on the map, allowing them to shoot at armor units in different places.

There are two main Soviet bases—one at Point 5, and one at Point 6. The base at Point 6 is much larger, and has tons of Tesla Coils and SAM launchers. The lower base is smaller and more manageable. Send your flight of helicopters to disable Point 5's SAM Sites; destroy its Construction Yard, too. Then take out its Barracks. Keep picking away at its important buildings with your helicopters.

At some point the computer probably will decide that enough is enough, and sell all remaining structures near Point 5. This creates a massive horde of infantry, so build extra Pillboxes at your base to deal with the influx.



If you manage to destroy most of the base's main buildings and the computer *doesn't* sell the rest, you might want to think about sending a Thief or two in an APC to raid Point 5's Ore Silos.

Once you've demolished the base at Point 5, it's time to set your sights on the base at Point 6. The key here is to take your eight-helicopter strike force and destroy the Construction Yard. Once that's gone, no new construction can occur. Next, destroy all War Factories and Barracks. Now the only thing the Soviets can produce is aircraft.

There are lots of SAM Sites around Point 6, so you might want to destroy the most bothersome before attacking the Barracks and War Factories. Regardless of whether you ignore most of these Sites or destroy them, losing a few helicopters is inevitable. This is expensive, but it's worth it to demolish the Soviets' production facilities. Minimize your losses by sending damaged helicopters to your Repair Depot after every attack.

Once the Soviets' production facilities (Construction Yards, War Factories, and Barracks) are gone, it's just a matter of cleaning up. This can be a time-consuming process, because there's just so much to destroy! Also, the Soviets will still have air power.

You might encounter money shortages as you progress. My advice is to make sure you have enough Ore Trucks at all times, and to use Thief raids. Ore Trucks tend to get destroyed in this mission, and there's so much going on you may very well not notice until your credits run dry. Check up on your Trucks periodically!

Thief raids are tricky but profitable. Basically, these raids involve driving a Thief in an APC up to Soviet Silos, and sending the Thief inside. Sometimes you need another unit, such as a Light Tank, to distract the Soviets from the APC. Later in the game, you might want to take over the extreme southern tip of the base at Point 6. Even if you don't have enough Tanks to take over the remainder of the base, you'll be able to raid the Ore Silos in this area continually while your Tanks defend your APC and Thieves, and thus gain the money for enough Tanks to finish the job.

Good luck!





Chapter 5

Soviet Missions

This chapter details all Soviet missions in the same way Chapter 4 covered the Allied side. I recommend you play the Allied side before attempting to win with the Soviets; the Allies have several disadvantages, but in my experience, it's easier to figure out late-game Allied missions than late-game Soviet missions (especially given the Soviets' lack of a world-viewing Satellite and the Allies' powerful Gap Generators). The Soviets have great firepower, but their limited map view can lead to difficulty and frustration; the Allies' omniscient Satellite view, on the other hand, makes it easy to plan your strategy.

Ironically, even though the Soviets are supposed to have better air power than the Allies, the Soviets' limited map view makes aircraft raids less feasible than they were in the Allied campaign. Instead, many Soviet missions require huge armies of Heavy Tanks. You'll find yourself rolling across Allied bases with the brute force of your armor units. Launching a fleet of Submarines is often a necessary adjunct to this tactic, as Allied naval power can demolish your units and structures in a frighteningly short period of time.

I go into less detail about base-building here than I did in Chapter 4. I'm assuming you've mastered the basics of base defense by the time you start this campaign. (Read Chapter 3 thoroughly if this isn't the case.) As always, keys to victory include multiple War Factories for fast Heavy Tank production, an Airfield (to take advantage of the Soviets' special units), and multiple Ore Trucks and Refineries for uninterrupted cash flow.

I also take basic defense issues for granted in most mission descriptions. If you're having problems with land attacks, Heavy Tank squads are generally your



best defense. Build Flame Towers if infantry continue attacking specific points of your base on a regular basis, and Tesla Coils as soon as they become available. Triads of SAM Sites are a great way to defend your base from air attacks; Mammoth Tanks are the best way to brush off air attacks on your armies and Ore Trucks.

Finally, you'll find the maps in this section just as spartan as the maps in Chapter 4. I found that the more units, structures, and terrain features the maps included, the more they looked like a confused mess. Don't expect to see every little thing on these maps; they show only the important features.

Mission 1: Destroy the Village

Difficulty: Very Easy

Objective: Destroy all structures and inhabitants of the village, Allies and civilians alike.

Starting Forces: 3 Yaks, Radar Dome, 2 Power Plants

Tactical Objectives

This first mission is very easy; it's meant to acquaint you with the controls and use of Yak planes and infantry. It also introduces you to the fine art of barrel-shooting. Blowing up explosive barrels is an easy way to destroy nearby Allied units, and it's a technique you'll use time and again over the course of your missions.

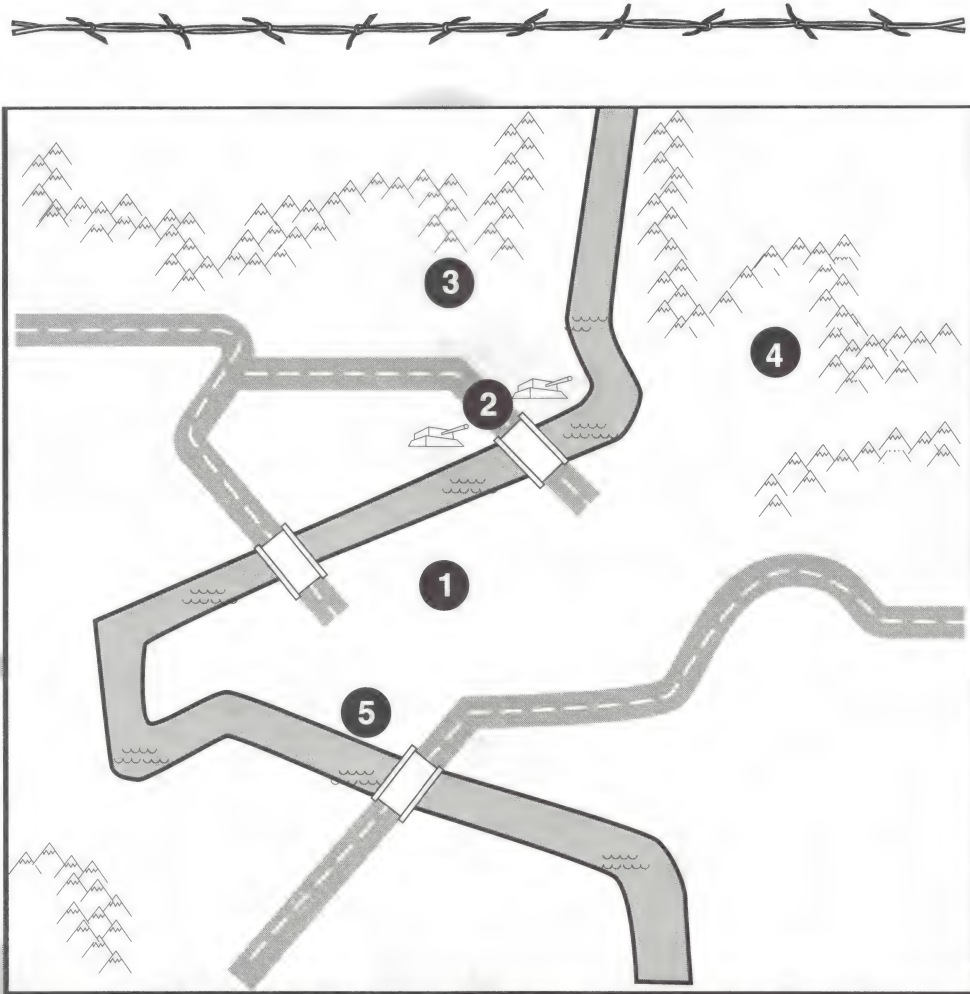
You're limited to three Yak planes at the mission's start, but Rifle Infantry reinforcements soon paradrop into the middle of the village. They continue to arrive every three minutes (real time).

Intelligence Report

In the middle of the village, where your Rifle Infantry reinforcements arrive (at three-minute intervals), several Allied soldiers are stationed in a triangle formation. In the southwest corner of the map, near the ruined bridge, an Allied Ranger waits. These are your main threats until you cross the bridge to the northeast. Across this bridge, on either side, two Pillboxes will mow down advancing troops. Another Ranger and several soldiers lie farther north, and slightly west.

Strategy

This mission is simple enough that a step-by-step walkthrough isn't vital. We provide one, but you'll probably find it easier to just follow these tips:



- Look for groups of barrels near enemy troops and structures. A well-placed shot will begin a chain reaction that damages or destroys soldiers, vehicles, and structures.
- When going into Shrouded areas (the areas of the map covered in darkness), take only one or two Rifle Infantry to explore, or else take a large group. Losing a lone soldier isn't a problem, and if your group is big enough, it can handle most threats.
- Use your Yak aircraft to destroy large targets safely.

Here's the walkthrough:

Take one Yak plane to Point 5 and target one of the barrels near the parked Ranger. The chain reaction will completely destroy the vehicle. Next, use Yaks to gun down Allied soldiers near Point 1, so your reinforcements can arrive safely.



After you've cleared out the center of the village, take a single Rifle Infantry to Point 2—far enough to reveal two enemy Pillboxes on the map. If he advances slowly enough, he may be able to reveal the Pillboxes *and* move back from the bridge without getting shot.

Once you've revealed the Pillboxes, send at least two Yaks to destroy them. Then move several Rifle Infantry across the nearby bridge. Your troops can deal with the enemy soldiers they meet here, but have them stay far from the Ranger (Point 3). Take a Yak or two on a strafing run to dispatch the Ranger. Then fly a Yak to Point 4 and detonate the barrels there (and incinerate a number of nearby soldiers).

You've wiped out the Allies' best units. Destroy all remaining structures on the map, and clean up any remaining soldiers or civilians.

Mission 2A: Destroy the Base

Difficulty: Easy

Objective: Destroy all Allied forces and structures while defending your own.

Starting Forces: 10 Rifle Infantry, 3 Attack Dogs, Command Center, Construction Yard, 3 Power Plants, 2 Air Fields

Tactical Objectives

Mission 2 is not significantly harder than Mission 1. There's more terrain to cover, more opponents to defeat, and you must engage in a bit of rudimentary base-building, but there's no real "trick" to winning.

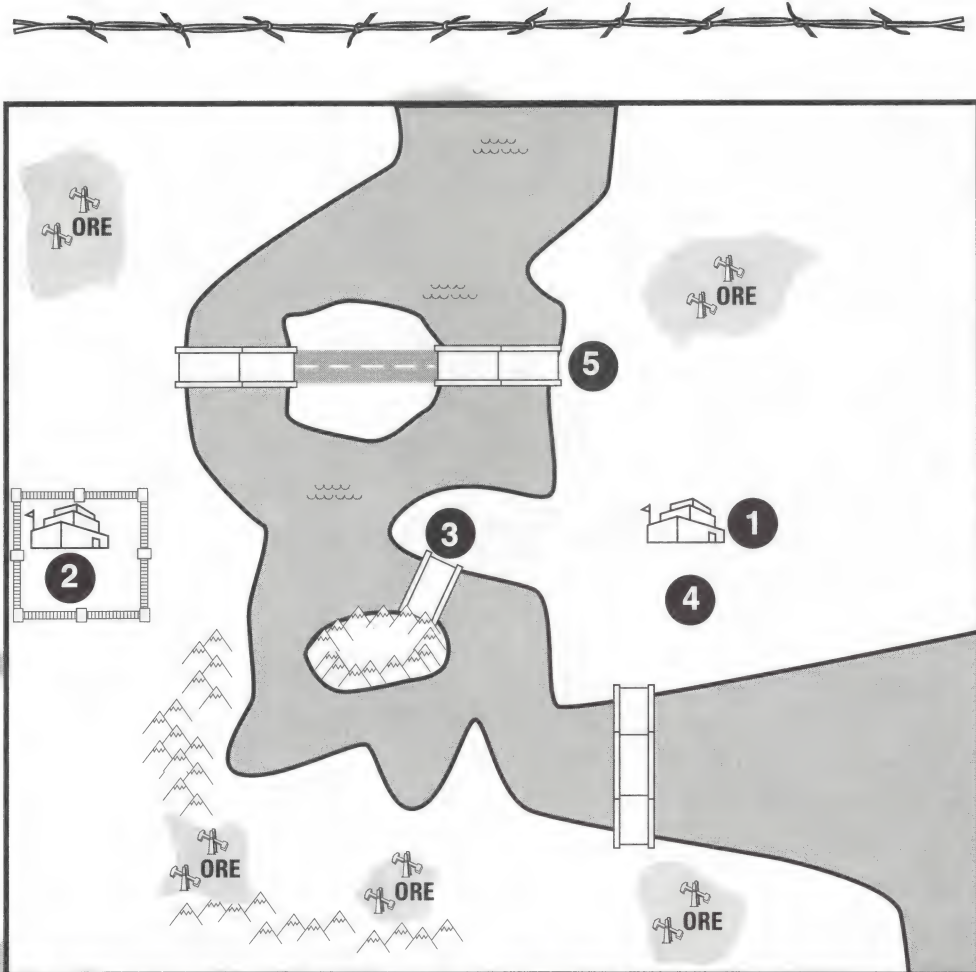
Mission 2 introduces the need to build and defend your own base, as well as attack that of the enemy. In the "Strategy" section I discuss which structures to concentrate on. Refer to Chapter 3 for general base-building advice.

You have three Power Plants, two Airfields and a Command Center at the start of this mission. Beyond that, what to build is up to you.

Intelligence Report

The Allies possess a small base on the other side of the map. Allied base defenses consist mainly of Rangers and Rifle Infantry; Sandbag Barriers surround the base. Near the perimeter of the Allied base, Turrets and mixed infantry will make your job a little harder.

A key to this mission is sticking with the basics. Don't try to build a large, elaborate base; just build extra Rifle Infantry.



Strategy

Your base is at Point 1. Immediately blow up the barrels at Point 3 to destroy several enemy units; then turn your attention to killing all remaining enemies in the immediate vicinity of your base. Build an Ore Refinery and Barracks, and enough Power Plants to support them.

Send lone Rifle Infantry to scout the territory north and south of your base. Meanwhile, build a pair of Yak fighters, and use them to handle any Rangers your infantry uncover. Don't worry about losing these infantry; it's not a big deal.

Allied forces will periodically harass your base with infantry and Rangers; they approach from the vicinity of points 4 or 5. Expect this in all base-building missions; keep your own infantry in one big group, and use them to destroy attackers. Keep adding more men to your infantry army.



The Allied base is at Point 2. When your mob of infantry grows large enough, send everyone south and west to attack the base. You could send them directly west, but that would force them to squeeze through narrow areas that play havoc with their formation.

When you encounter enemy infantry and Rangers, don't worry: The Rangers are too light to squish your infantry. Just concentrate your group's fire on one target at a time.

Use the Yaks to help destroy structures at Point 2. The main challenge will be to destroy the Allied Ore Truck (that can squish your men). Remember to use the Scatter command, and use the Yaks to destroy the Truck if all else fails.

Mission 2B: Destroy the Base (Alternate)

Difficulty: Easy

Objective: Destroy all Allied units and structures.

Starting Forces: 4 Grenadiers, 4 Rifle Infantry, 4 Attack Dogs, Construction Yard, 4 Power Plants, 2 Air Fields

Tactical Objectives

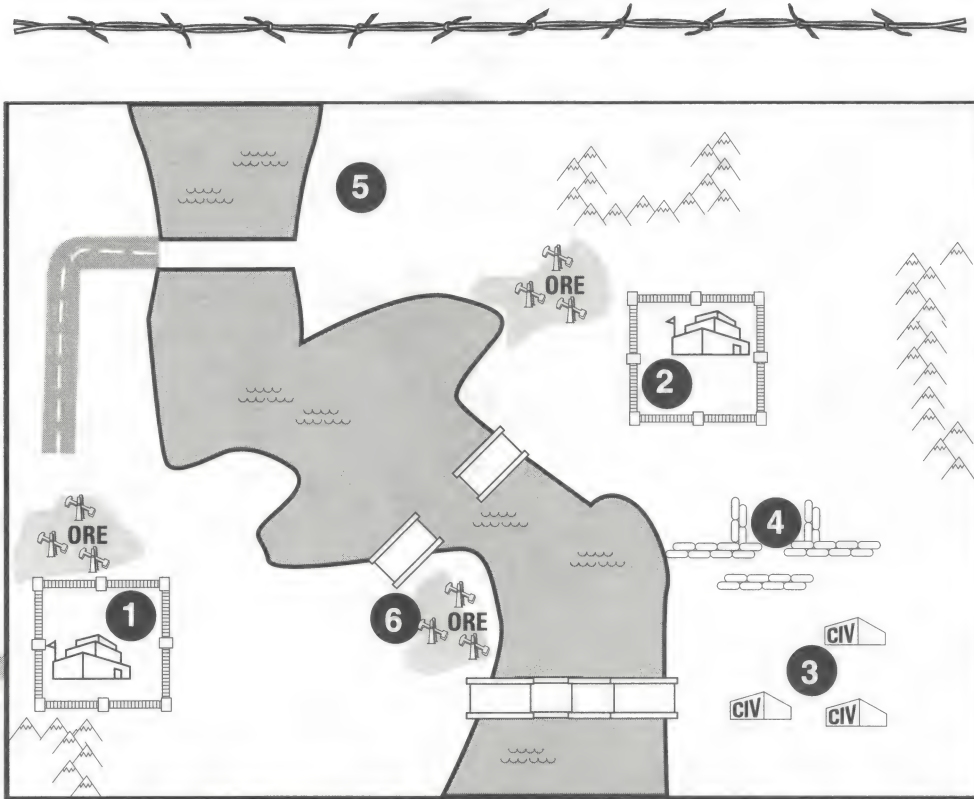
Your objectives in this mission are identical to those in Mission 2A: Demolish the enemy base while protecting your own. The only difference is the map, and the slightly superior Allied forces you'll face.

Early base-building missions such as these are useful for learning the "group attack" principle: Mass your forces into a single group to defend your base, and then, when it has grown sufficiently large, send it off to attack the enemy base. This is a crude but highly effective technique.

Intelligence Report

The Allied base is located at Point 2. The easiest way to approach it is via the northern bridge at Point 5.

Crank out infantry as fast as possible in this mission. The sooner you assemble a huge army, the sooner you can crush your opponent. The slower you move, the more time you give the Allies to gather ore and generate extra defenders.



Strategy

Your base is at Point 1; from there your goal is to launch an attack on the Allied base at Point 2. As in Mission 2A, your best policy is to build enough structures to allow you to produce Rifle Infantry. Add a Yak or two, as well.

The Allied Ore Truck usually appears at Point 6. Destroy it or ignore it (just remember that it can squish your infantry). Once you've built up a large infantry mob, it's time to assault the enemy base. The path of least resistance is the bridge at Point 5, where a lone soldier hiding behind a Sandbag is your main opposition. Dispose of this minor threat, and you can launch a full-scale assault on the Allied base at Point 2.

An alternate attack route involves going east and then north to Point 4. Extra infantry, Sandbags, and a Ranger lie in that direction.

Civilian buildings dot the countryside at Point 3; a Healing Crate lies hidden inside the church in that area.

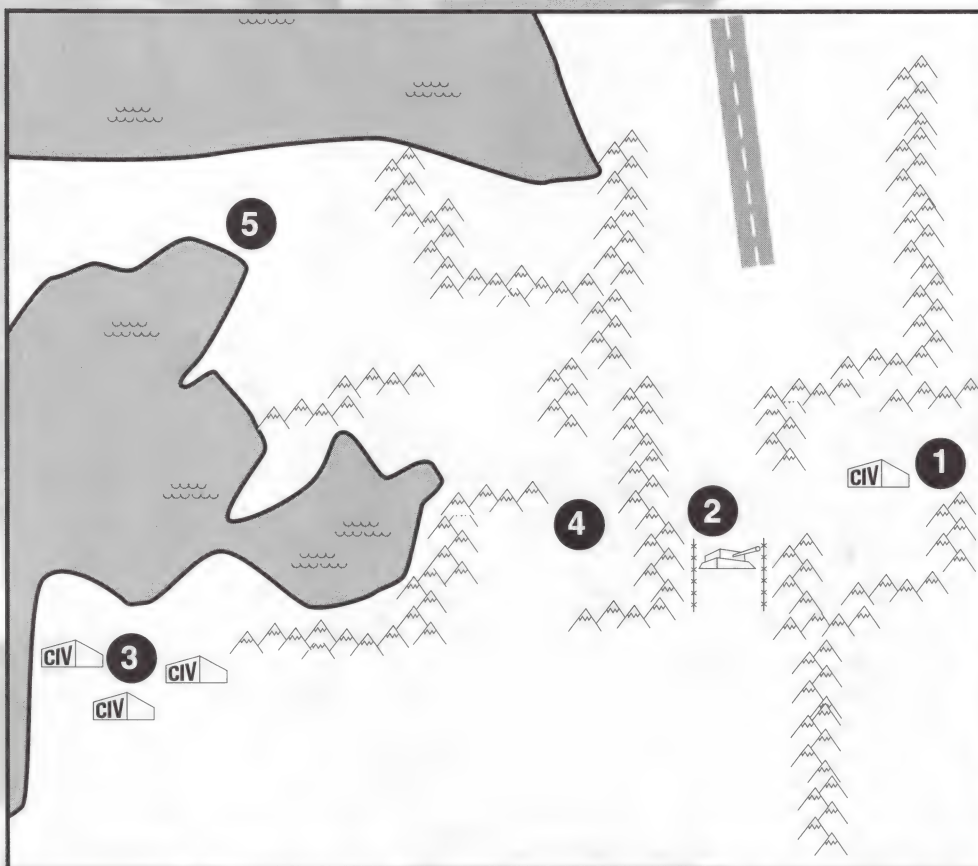


Mission 3: Spy Hunter

Difficulty: Moderate

Objective: Catch the spy and execute him.

Starting Forces: 5 Attack Dogs



Tactical Objectives

This mission teaches you to manage limited forces effectively, despite the ticking clock. You have less than 15 minutes to catch and execute a Spy before he escapes. You can't build extra units in this mission, so frequent game saves and conservation is the rule.



Intelligence Report

The Spy looks like one of your own soldiers, but you can't control his actions. Don't worry if it seems like he's getting away; just proceed steadily, killing Allied soldiers trying to block your path. If you move at a brisk pace, save frequently, and conserve your forces—you'll get your chance to catch him.

Strategy

You start the game with only five Attack Dogs and a handful of soldiers, so don't go chasing the Spy right away. Let him go for now, and send your forces southeast toward Point 1, keeping a healthy distance from a gun Turret surrounded by Barbed Wire (near Point 2).

You'll find a Rocket Soldier, a Rifle Infantry, and a civilian in front of a small building near Point 1. Sic the Dogs on the enemy; they run faster when you target specific enemy units. Killing all the enemies in this area releases a number of extra Rifle Infantry and Grenadiers from the building. Save the game if you haven't lost more than a unit or two. (Ideally, you won't have lost a single unit.)

A nasty Barbed Wire barrier and a Turret lie at Point 2. Move your soldiers and dogs to a point somewhat north of there (out of the Turret's range). Send a lone Grenadier to destroy the barrels next to the Turret (and consequently the Turret). Make sure you saved the game before attempting this, because it requires some tricky maneuvering.

Move your forces south of Point 2. You can use a Grenadier to blow holes in the Barbed Wire instead of taking the time to go around. Don't bother destroying any of the buildings you encounter along the way. Blowing them up only wastes valuable time (the Spy isn't in any of them).

There are two Rocket Soldiers to the south. The Dogs (or just one Dog) can deal with them; keep the infantry out of the way. Now proceed west cautiously, sending Attack Dogs ahead to deal with any infantry who try to stop you. Individual Attack Dogs are quite effective; you needn't send the whole group. Those Dogs are necessary to complete the mission, so keep a couple of them healthy!

Make a note of Point 4, the entrance to a northern valley. Don't go there yet. Instead, proceed west toward Point 3—the village the Spy is heading into. Prepare for an infantry ambush here; save the game before getting too close to the village.

As you deal with the ambush, the Spy escapes in a Transport. Don't worry! Just try to take as few losses as possible while killing enemy infantry. Save the game again if you manage to win without losing many units. You'll receive reinforcements at some point, but they arrive only about five minutes before the mission's end, so conserve the soldiers you have.



Send your Dogs and men to Point 4, and then move them north into the valley. Blow up barrels to destroy enemy soldiers, keeping your Dogs safely to the rear. Keep heading northwest, destroying Allied infantry that get in your way. Reload the game if you lose too many infantry along the way.

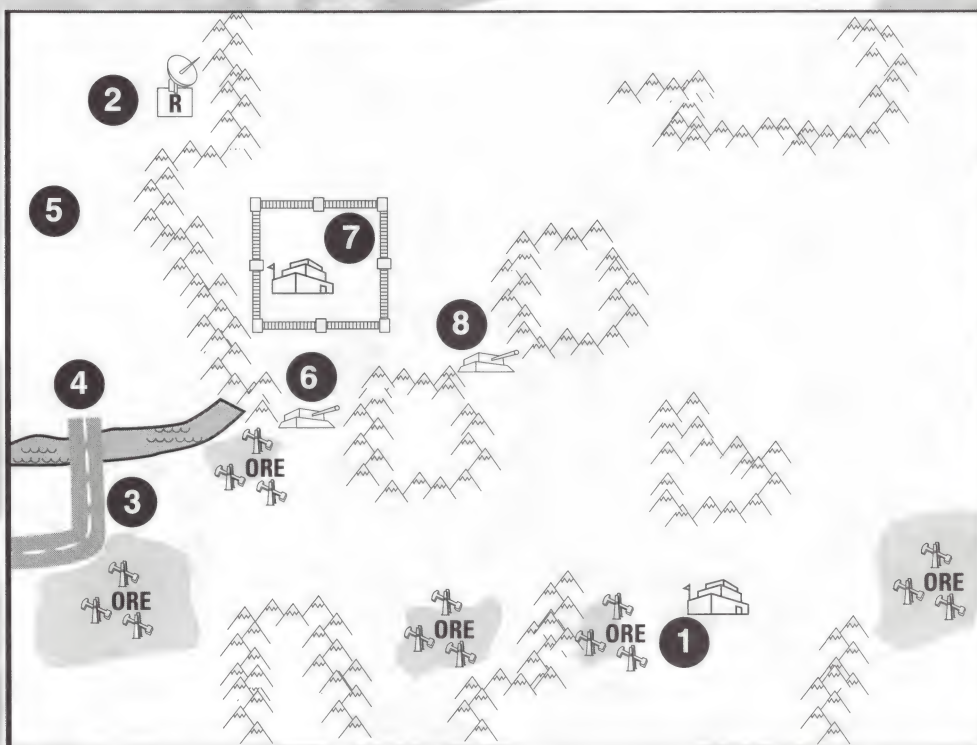
Eventually the Spy runs out of room and freezes at Point 5. Send the Attack Dogs to kill him and end the mission.

Mission 4A: Radar Attack

Difficulty: Moderate

Objectives: Destroy the Allied Radar Dome, then destroy all Allied units and structures.

Starting Forces: 4 Heavy Tanks, V2 Rocket Launcher, MCV





Tactical Objectives

This is a base-building mission with a twist: You're under constant attack from heavy Allied reinforcements until you destroy their Radar Dome. Once you accomplish that, the mission becomes similar to Mission 2: You must generate enough units to destroy all Allied units and structures. Heavy Tanks are the best means to this end.

Intelligence Report

The Radar Dome you must destroy is in the extreme northwest corner of the map. A long ridge prevents easy access from the east, so you'll need to send your forces to the southwest corner of the map first, and then march them directly north until they find the Dome.

Early destruction of this Dome is key. You can go about it in more than one way; just make sure you assign it a high priority.

Strategy

Build your base near Point 1 and begin constructing Ore Trucks and Heavy Tanks as soon as possible. Don't delay, or enemy reinforcements will soon overwhelm your base. Build a perimeter defense of several Flame Towers and infantry, but not until you've assembled a sizable Tank force.

Gather your Tanks (at least six) and several infantry (10–12). Send these forces west to Point 3, with the eventual goal of sending them north to the Radar Dome at Point 2. Before you can get there, however, you'll meet resistance at Point 4, where two Pillboxes and a Tank guard the narrow strip of land you must cross. Also, several Tanks attempt to halt your progress near Point 5.

Note that the northern civilian building at Point 3 contains a Healing Crate. Destroy it if your Tanks get badly damaged.

Fight your way north to Point 2, where a small base surrounds the Radar Dome. Once you destroy the Radar Dome, your mission becomes much easier. Return the Tank force to your base and add to it as quickly as possible.

It's possible to destroy the Radar Dome by dropping Paratroopers right next to it, instead of sending the Tank army as detailed above. To pursue this course, build an Airfield as soon as possible, send your Spy Plane to investigate the northwest corner of the map, and then drop in your Paratroopers to demolish the Radar Dome.

The main Allied base is in the vicinity of Point 7, and Allied perimeter defenses are at points 6 and 8. Gap Generators make it difficult to see where you're going, but this doesn't matter if you can assemble enough Heavy Tanks. When you're ready



to attack, send your Tank army north through the perimeter defenses, targeting individual defenses and units to destroy them faster. Locate and destroy the Allied Gap Generators to make navigation easier, and destroy War Factories to halt Allied vehicle production. The Ore Refinery is also a great target.

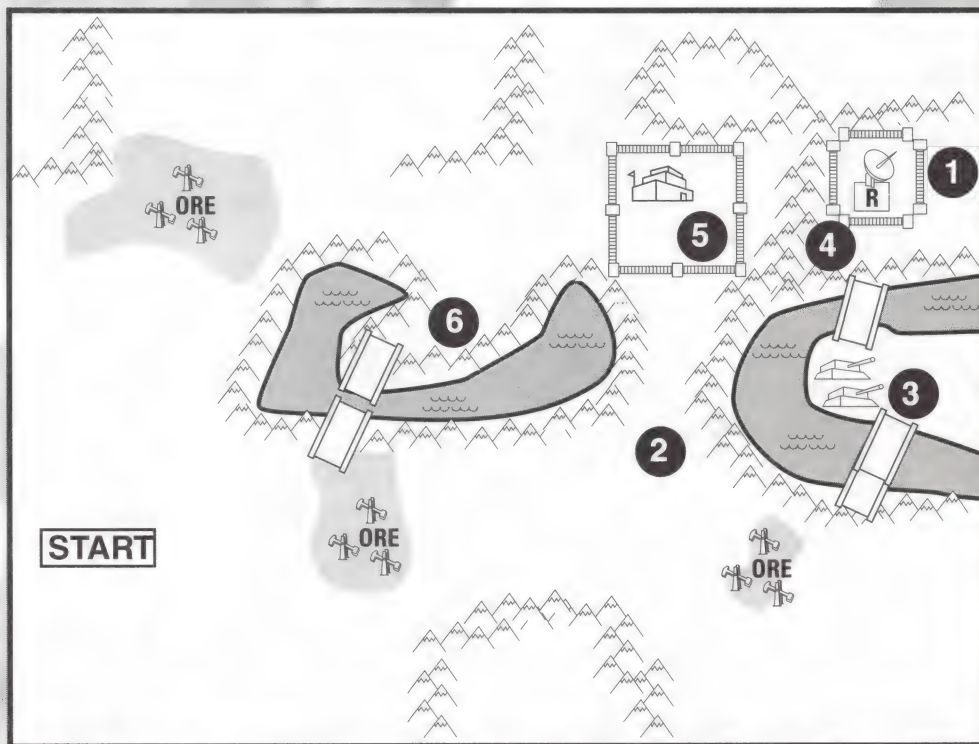
Once you've destroyed these key structures, it's just a question of scouring the map for remaining units and structures, and destroying them.

Mission 4B: Radar Attack (Alternate)

Difficulty: Moderate

Objectives: Destroy the Allied Radar Dome, then annihilate all Allied units and structures.

Starting Forces: 4 Attack Dogs, 2 Heavy Tanks, 2 V2 Rocket Launchers, MCV





Tactical Objectives

Typical of *Red Alert* scenarios, Mission 4B is essentially the same as Mission 4A, except for the map. Again, your task is to destroy the Allied Radar Dome, and then crush the Allied base and finish off all remaining units and structures. Allied reinforcements arrive periodically until you manage to destroy the Radar Dome.

The security around the Radar Dome is stronger in this mission than it is in 4A.

Intelligence Report

This mission gives you the chance to establish your base in two main locations—near your starting place or in a lightly defended (but preferable) spot (Point 6). Take your pick!

The enemy defend their Radar Dome quite well, so Paratroopers are your best bet for destroying the Dome in this mission.

Strategy

You must build your base quickly: As in Mission 4A, Allied reinforcements arrive shortly and rapidly overrun your base if you don't act with haste. However, instead of immediately setting up a base at the start location, a risky option is to head for Point 6 at the start. Two Pillboxes, a few Light Tanks and several Rocket Soldiers defend the area, but if your starting forces can evict them, you can establish your base there. This puts you in an excellent location to launch assaults against the Allied base, and to defend your own base by placing Tanks and Flame Towers in key locations.

Regardless of where you build your base, start building up an army of Heavy Tanks and miscellaneous infantry. Build an Airfield as soon as possible. The Allies guard their Radar Dome (at Point 1) more heavily in Mission 4A. I found the best way to destroy it is to drop Paratroopers behind it: Scout the area with your Spy Plane first! Allied units will converge on your Paratroopers quickly, but two waves of Paratroopers should be more than enough to finish off the Dome. Take care not to drop the Paratroopers too close to the cliff, though, because they can get stuck on a ridge.

Whether you take a large force to demolish the Dome or use Paratroopers, just make sure it's your first priority. The main Allied base is at Point 5; smaller forces often pop up at points 2, 3, and 4. Just build a large Heavy Tank force while defending your base, then sweep across the map and destroy armor units and key structures, and then everything else.

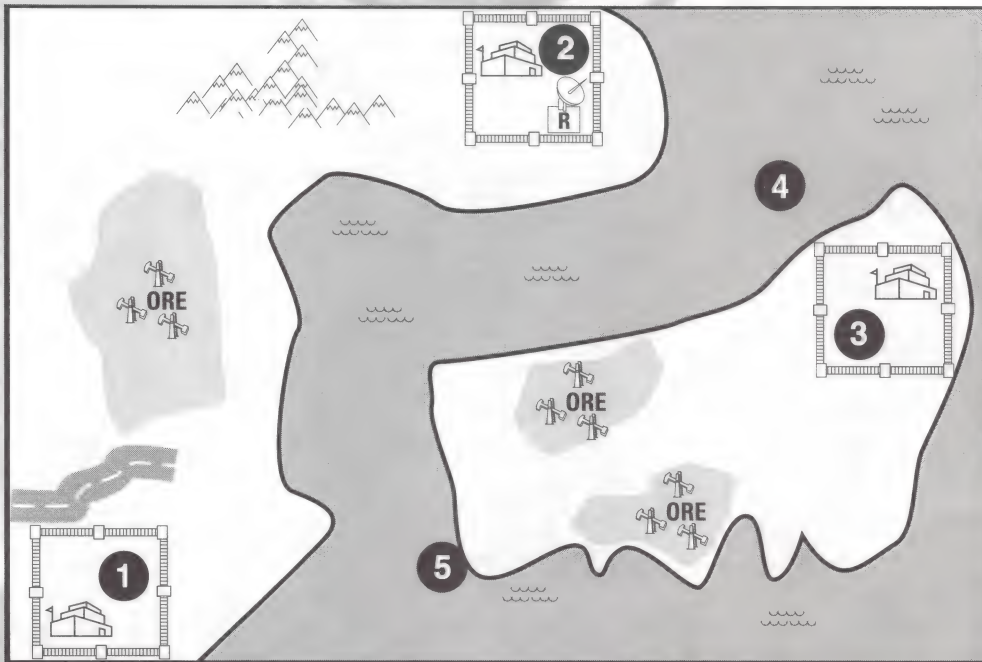


Mission 5: Khalkis Island

Difficulty: Medium Hard

Objectives: Capture the Allied Radar Dome, and then destroy the Allied base on the central island.

Starting Forces: 2 Grenadiers, MCV



Tactical Objectives

In this mission you face the logistical problem of moving units to the map's middle island. Complicating matters, the Allies receive moderately strong reinforcements every three to five minutes, making a swift attack on the middle island imperative.

You can make your job easier by using multiple Yak aircraft for raids on the central island. This requires extra time (and patience).

Intelligence Briefing

The Allies, aware of plans to build a base on Khalkis Island, arrived earlier and began constructing their own base. You must first capture the Allied Radar Dome at Point 2,



then destroy the enemy forces both at sea and on the large central island. An assault force can land at Point 5, a sandy beach.

Strategy

You start in the lower left corner of the map, near Point 1. Build up your base quickly, concentrating your structures near the western edge of the screen to keep them safe from Destroyer attacks.

Build the usual Heavy Tank army. When you have eight Tanks or so, send your force north. Attack the Allied Ore Truck, if it's convenient, or else just launch an offensive against the Allied base at Point 2. Stay away from the water, or Allied naval units will harass your units.

At Point 2, destroy all enemy land units, but leave the structures intact. Once you've destroyed all Allied land units, send Engineers to Point 2; have them take over the Radar Dome and Construction Yard. Ignore the Ore Refinery, and don't shoot the barrels.

Yaks aren't necessary in this mission. However, you should build an Airfield once you capture the Radar Dome so you can use the Spy Plane and Paratroopers.

Avoid building structures too close to the water, because enemy warships will fire on them. The only ground forces that can combat them effectively are Tanks and V2 Rocket Launchers, Rocket Launchers being the better choice by far.

While attacking the enemy base, Allied Destroyers may attempt to destroy *your* base, or harass your attacking force. V2 Rocket Launchers are a good remedy to this situation; it's possible to fire rockets at Destroyers from ranges where retaliation is impossible. However, you must place the V2 carefully for this to work, as the two units' ranges are *almost* the same. For best results, don't actually target the Destroyer. Instead, move the V2 incrementally toward the Destroyer until it automatically fires. At this distance the warship won't be able to retaliate. If the Destroyer approaches, just have the V2 retreat, and then start the process again. Be patient!

Once you've captured the Radar Dome and Construction Yard at Point 2, it's time to take over the central island. You can do this two ways: One way is to build several Airfields and Yaks, and then use your Spy Plane to locate targets on the central island and destroy them, starting with the Ore Refinery. This procedure takes time, but it's quite effective.

The other method is to build several naval combat units, such as Destroyers (remember, you captured an Allied Construction Yard), and several Transports. Use the combat units to clear out enemy sea power at and around Point 4. *Then* focus on building Transports.



At some point, a second Mobile Construction Vehicle (MCV) will appear in your mainland base, near Point 1. Load your new MCV and a bunch of Heavy Tanks onto your Transports and sail over to the beach at Point 5 with your naval combat units in the lead. Disembark your MCV and Tanks, and construct a new base right there by the beach. When you've built your first Power Plant, rapidly build defense for your fledgling base. I recommend creating a small line of Flame Towers and Tanks.

Build an Ore Refinery, War Factory and at least three Ore Trucks. This central island is rich in ore, and your credits will skyrocket once the Ore Trucks are at work. Furthermore, you can sell unnecessary structures on the mainland for extra credits.

From this point on, the mission is much easier: You can easily earn a great deal of credits. Build extra Tanks and Grenadiers with this money; then save the game and send your army to Point 3, the second Allied Base. I advise blowing up convenient Ore Trucks along the way. This draws defenders out of the Allied base, so you can pick them off on the open field.

Crush all remaining vestiges of Allied power, and the mission will end.

Mission 6A: Guard the Convoy

Difficulty: Moderate

Objective: Get two Supply Trucks to the other shore.

Starting Forces: 2 Heavy Tanks, MCV, 2 V2 Rocket Launchers, 2 APCs (containing 5 Engineers, 2 Flame Infantry, 3 Grenadiers)

Tactical Objectives

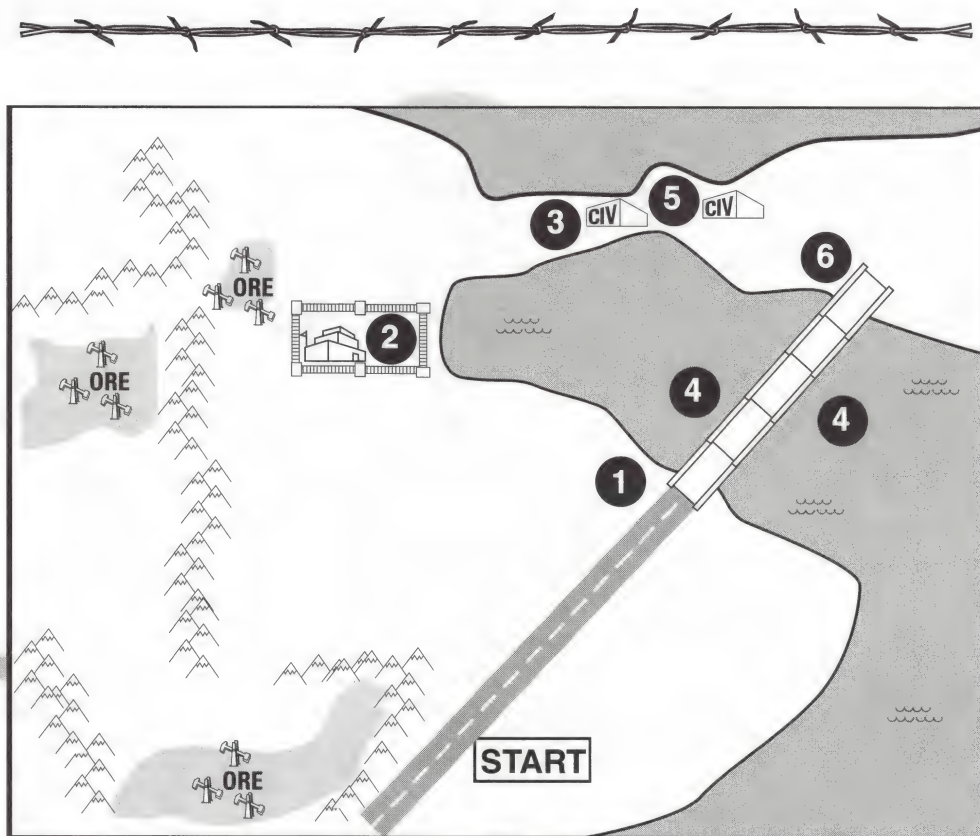
You start the mission with a defense force and two noncombatant Supply Trucks. To beat the scenario, you must move the two Trucks to the opposite shore and up to the northeast corner of the map. Keep these Trucks as far as possible from combat.

Your MCV is attacked immediately at the beginning of the mission, but after you defeat the initial wave of attackers, you should be able to establish a functional base.

Intelligence Report

Even though the goal of your mission is *not* to demolish the Allies completely, you must destroy a good number of their forces before sending your Trucks across the bay. Treat this mission as a base assault, defeating most Allied units before sending your Supply Trucks on their mission-winning journey.

Of particular note are the Cruisers in the vicinity of Point 4. This is the first taste you'll get of their long-range cannons, and I suspect you won't like it one bit.



Strategy

At the start, avoid Point 1: A strong land and naval force waits there to decimate your troops. Move your initial units west and build your base close to the ore fields you find there. Once you've established the base, build multiple Ore Trucks and construct an army of Heavy Tanks, much as you usually do. Your eventual goal is to gear up for an assault on Point 2, the Allied base. Warning: Units from this base will fire on your troops if they get too close to the adjacent ridge. Also, several waves of Allied units will attack your base in its early stages. Build Tanks and Rifle Infantry, and try to weather the early storm.

When your Tank force is sufficient, storm the base at Point 2 and destroy all the land units therein. (You might want to have your Engineers take over certain structures, such as the Ore Refinery, rather than blow them up.)

Now start rebuilding your army with Tanks and infantry. You can build up a massive force of Tanks at this point, and try to finish the mission without building any naval units, or you can build a Sub Pen near Point 2 (assuming you captured at least one Allied structure there, so you can build new structures nearby). If you do



build the Subs, enemy naval units will do their best to demolish your Sub Pen. Repair the Pen continually and attack naval units with your land units, and you should be able to save the Pen and produce Submarines. Have a group of five or six Submarines clear out Allied naval units, shooting holes in the bridge if necessary.

Regardless of whether or not you go after the Allied navy, your big Tank army eventually should head east to attack the Tanks at Point 3, and then press east to Point 5. The small island at Point 5 contains several civilian buildings: One hides a Healing Crate. The trek east will be much easier if you build a Sub Pen and clear out enemy naval units with your Subs; otherwise, your Tanks will be harassed as they proceed.

As long as you clear a path for your Supply Trucks to go from Point 2 to Point 3, then on to Point 5, and finally to the upper-right corner of the map, you can win the scenario. However to ensure their safety, send your Tanks and infantry over to Point 6. You're likely to find several Medium Tanks guarding the shore there, as well as a few Cruisers (if you didn't bother building Subs to clear them out). Decimate the Tanks, and destroy the Cruisers if you can. A few Tanks probably remain at Point 1, but they won't interfere with your Supply Trucks in the slightest. Send your Supply Trucks to the other side by way of points 2, 3, and 5, and you'll win the mission.

Mission 6B: Guard the Convoy (Alternate)

Difficulty: Moderate

Objective: Get two Supply Trucks to the other shore.

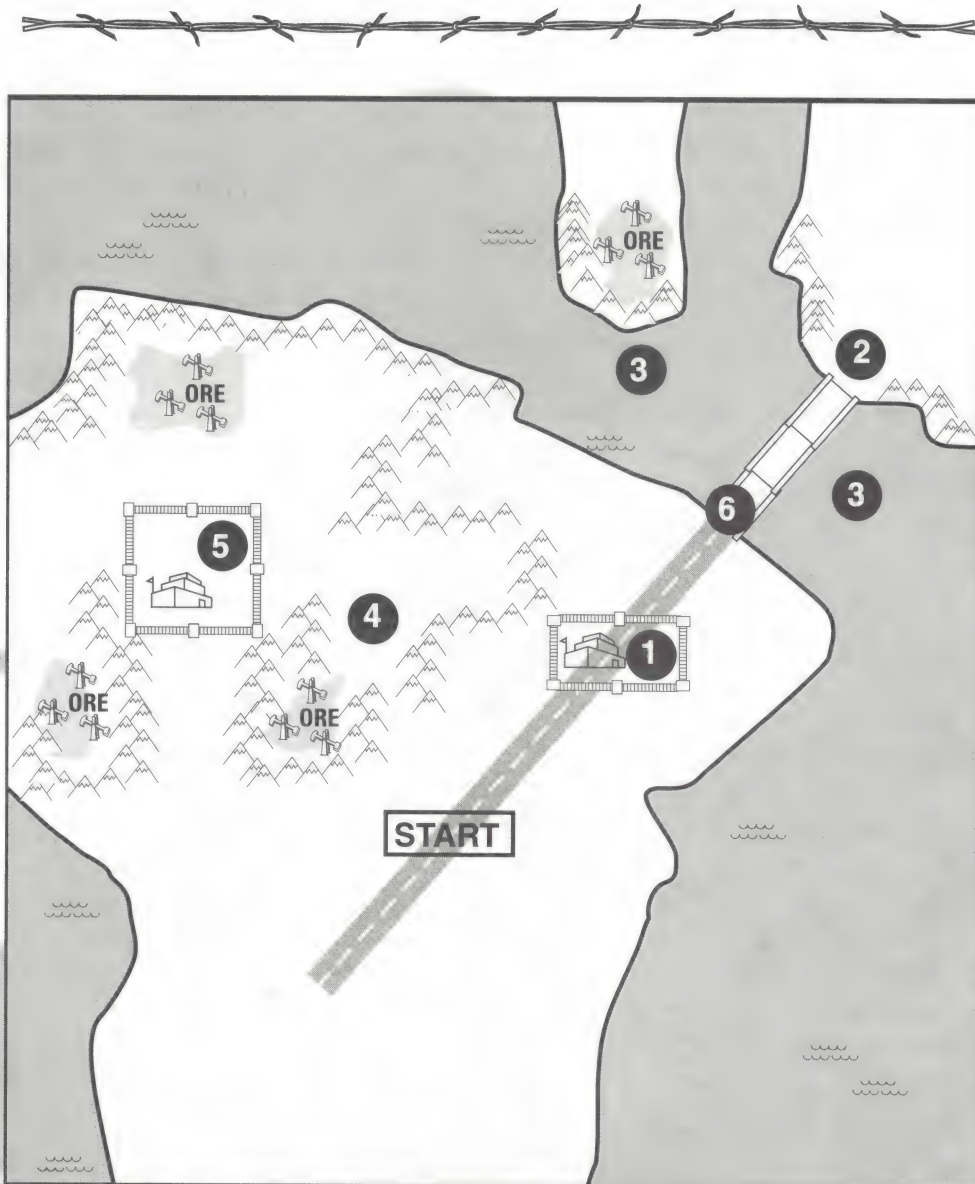
Starting Forces: 2 Heavy Tanks, 2 V2 Rocket Launchers, 2 APCs (containing 5 Engineers, 2 Flame Infantry, 3 Grenadiers)

Tactical Objectives

As in Mission 6A, your task is to get two Supply Trucks to the other shore. Also as in Mission 6A, your MCV will be under attack the instant the scenario starts, so you must move it away from harm. Unlike Mission 6A, this scenario requires a direct assault on an Allied naval blockade to ensure safe passage for your Trucks.

Intelligence Report

This mission isn't as hard as it looks. Build your base at Point 5 and loot the gemstones at Point 4, and your base should be both well-protected and well-financed. A



huge conventional force will defeat the Allies, though you'll need more V2 Rocket Launchers than you're accustomed to building.

Strategy

You start with an MCV, a small defense force, and two Supply Trucks. Repel the initial attack on your units, and then immediately move them to the general area of Point 5. This is an ideal location to build your base: The terrain provides only one entrance for enemy forces to attack from, and you can set up a perimeter defense of Tanks, infantry, and Flame Towers to repel invaders.



Destroy enough of the tree line blocking Point 4 (hold down **Ctrl** and left-click on individual trees) to allow an Ore Truck access to the gems in this area. This may take awhile; concentrate on the smallest trees. Also hidden behind the trees are two crates, one with healing and one with credits.

Build a large force of Tanks and V2 Rocket Launchers, and a modicum of infantry support. Attack the Allied base at Point 1, and make sure to take over at least one structure with Engineers. Once you've taken over and/or destroyed the Allied base, move your forces to Point 6, where several Medium Tanks block the bridge leading northeast. Several Allied naval units at Point 3 will join the fight. Use Tanks to destroy enemy Tanks, and V2 Rocket Launchers to deal with naval units. Tanks can also shell the naval units if they come close enough to shore.

Don't move your units onto the bridge; if you destroy the section of bridge they're parked on, you'll destroy them, too.

Build a Sub Pen near your captured Point 1 structure, and make one or two Transports after eliminating the threat at Point 6. You could skip the Transports in favor of using the bridge, but by now it's likely that the bridge is heavily damaged or destroyed—so build those Transports. Load several Tanks onto your Transports and sail them over to Point 2, where they can finish off a few Tanks parked nearby. When the area around Point 2 is clear, send back the Transports and load your Supply Trucks onboard. Unload the Transports on the beach to complete Mission 6B.

Mission 7: Soviet Nuclear Plant

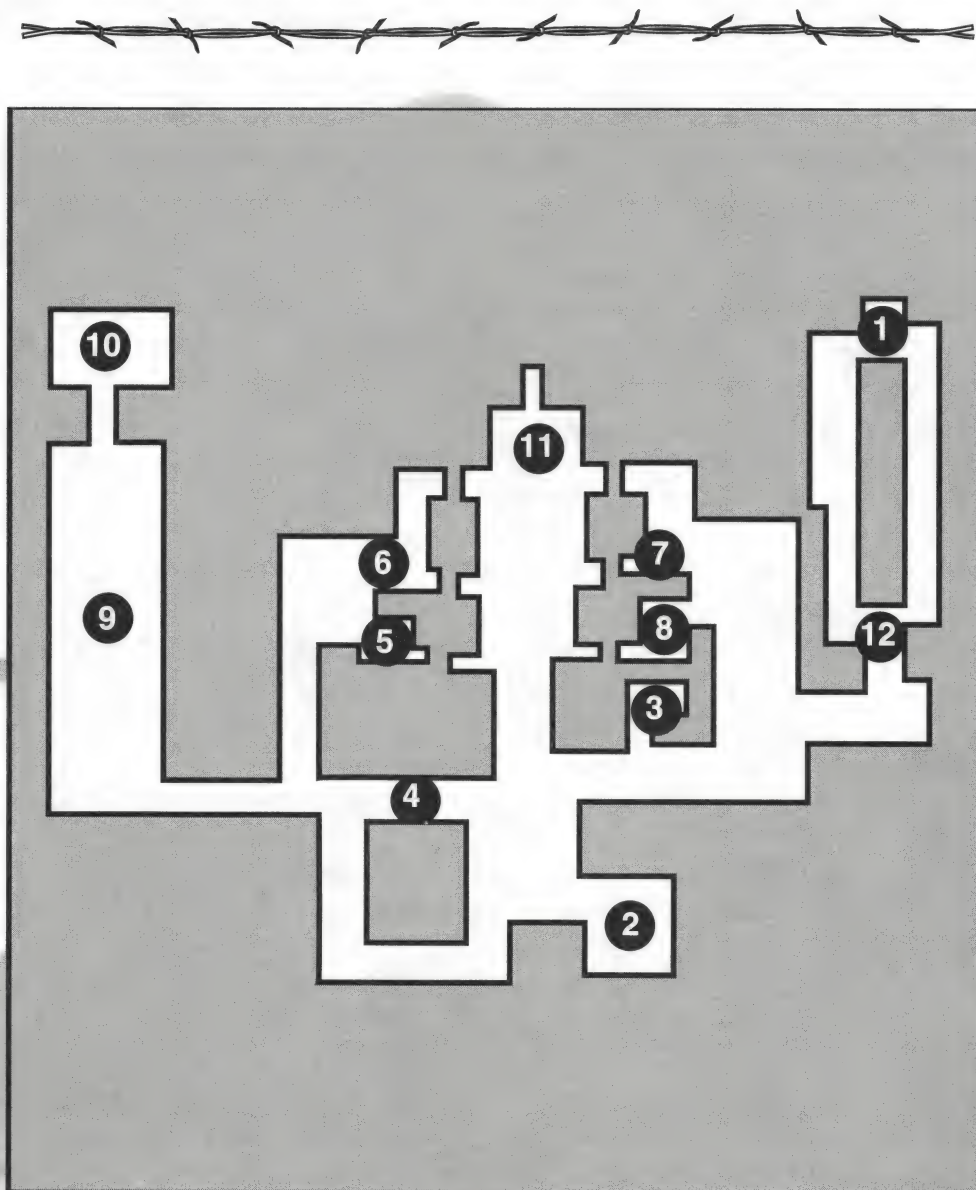
Difficulty: Moderate

Objective: Rescue your Engineers so they can stop the reactor meltdown.

Starting Forces: 4 Rifle Infantry

Tactical Objectives

This is your first indoor mission. Like most indoor missions, it puts you in charge of a very small assault force and requires you to complete a sequence of tasks before the clock runs out. You'll have approximately 30 minutes to rescue several friendly Engineers and halt the impending nuclear meltdown. When individual coolant stations start to blow (at 15–20 minutes on the clock), your allocated time starts decreasing in five-minute intervals. In other words, you don't have as much time as you think.



This mission's main difficulty lies in guiding a very limited Soviet force through a series of tough combats.

Intelligence Report

You must not lose any Engineers: There are just enough to shut down the reactors. Also, you must have at least one infantry unit left at the end of the mission. If they all die, you fail, even if you have all your Engineers.



The best way to proceed in this mission is to save the game after every successful combat. Don't save after combats where you sustained significant casualties.

Strategy

Your infantry start at Point 1. Select all your infantry and immediately move them to Point 12, following the *eastern* corridor. When they're safely out of blast range, shoot the barrels lining this corridor to take care of the Allied units following them. Save the game if nobody gets hurt.

Next, move them southwest toward Point 2, where a Pillbox, a soldier, and a whole lot of barrels have trapped a force of Attack Dogs. Gun down the soldier and shoot one of the barrels to destroy the Pillbox. You'll now have several Attack Dogs at your disposal. Save the game if you're still in good shape.

Kill the bad guys in the small room at Point 3, and collect the Healing Crate. Be sure to save the game after successful combat, and make sure to walk your units around at Point 3 afterward; you must deactivate a bunch of Flame Towers, and walking around in this room sometimes accomplishes this.

Now take several Rifle Infantry to blow up the barrels at Point 4, thus killing a pair of Rocket Soldiers. If you're too slow, the soldiers retreat from the barrels and blow them up in *your* face, instead. To do this more safely, you can approach Point 4 from the southwest.

Proceed due west from Point 4, toward the long, vertical room marked '9' on the map. A lone soldier in the southern part of this room automatically flees north when you arrive. Chase him with a small force (including a few Attack Dogs). You *must* kill him before he reaches Point 10, or he'll kill your Engineers, and the mission fails.

Once you've dispatched the lone soldier, approach Point 10. Lurk south of Point 10 and try to draw the Allied guards out; don't shoot the barrels in there. Attack Dogs are best for killing the Allied guards. After you kill all the guards, all remaining Flame Towers on the map should spontaneously disappear.

Send your whole group to visit points 5, 6, 7, and 8. When an Engineer sets foot inside the yellow-striped floor section in each of these areas, one of the four reactors shuts down.

Once you've visited all four areas, you're free to send your group north to Point 11. Kill any stragglers you find there, and send an Engineer to step on the final yellow square. This wins the mission.

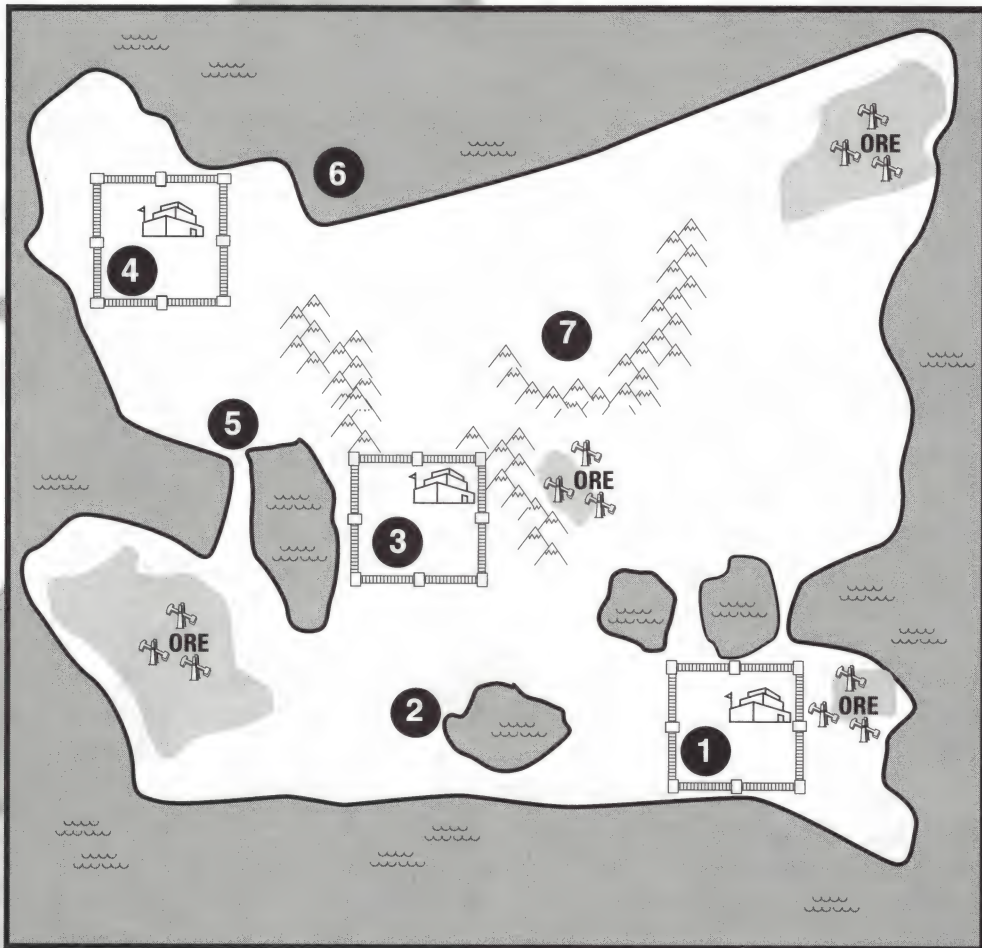


Mission 8A: Elba Island

Difficulty Rating: Hard

Objective: Wipe the Allies off Elba Island.

Starting Forces: 3 Rifle Infantry, 2 Power Plants, Construction Yard, Sub Pen, 6 Submarines



Tactical Objectives

This mission isn't impossible, but your base is subject to attack from a variety of angles, and overextending yourself can be deadly. The main difficulty lies in fortifying your base at the mission's start.



Intelligence Report

You'll need to send a few Tanks to clear Allied units from the northern ore fields. This isn't too difficult, but reinforcements appear periodically to harass your Trucks, so keep a lookout on the fields. Two major dangers are AT Mine Layers and Thieves; make sure you have infantry guarding your base's Silos!

The western ore fields are dangerous. Avoid them, and stick to the south and north.

Strategy

Your base is located at Point 1. At the mission's start, you're under attack from Rangers and assorted infantry. Immediately repair your Construction Yard and build a Barracks. When you build the Barracks, the enemy tends to disperse; build Grenadiers to handle the stragglers. Kill all civilians you encounter, as well.

Periodic reinforcements will help you defend your base. Establish a perimeter of Flame Infantry, arraying Rifle Infantry behind them.

Build an Ore Refinery or two, plus five or six Ore Trucks. Send the Ore Trucks directly to the gems in the nearby ore field. Then direct them *due north*. There are a few infantry and miscellaneous Allied units up there, but, in general, the northern ore fields are safer than the western ones.

Gather a force of at least 6 Grenadier units, or several Tanks, and send them to Point 2. Several Rocket Soldiers and a Light Tank or two guard a large ore field in that area. Take them out, in case your Trucks decide to go that way without your permission. They have a tendency to wander, and they get into less trouble if Allied forces aren't there to greet them.

Build a War Factory and start the usual process of manufacturing Heavy Tanks. When you have a group of at least 10 Heavy Tanks and a few assorted infantry, send them to Point 3. This small Allied base contains two Fake Structures, a War Factory, and a Construction Yard. Ignore these until you've destroyed everything else.

Keep building Tanks, and fortify your main strike force. When it's big enough, march on Point 4, the true Allied base. Meanwhile, take a force of at least four Tanks to Point 5, where a few Medium Tanks guard a land bridge. Have them clear the enemy from this point. (The Tanks and soldiers from Point 7 will attack your forces from the rear as you attack the base, so you might want to dispatch them first.)

During the course of this mission, you'll also have control of several Submarines. As soon as the mission starts, send the Sub pack around the island and dispatch any Allied naval forces they encounter. When you've destroyed most of the Allied ships, proceed to Point 6, where the Allies' Naval Yard is located. Position your Submarines well away from Allied Turrets and Pillboxes, and destroy the



Naval Yard. The Allies will continue to build this Yard, but just keep checking up on it and blowing it up when it appears. This will happen at least six or seven times. Don't let it stay there for more than a few minutes, or the Allies will start rebuilding their armada.

Mine Layers are a major nuisance in the northern ore fields. Have your Tanks hunt them down if at all possible, and keep building new Ore Trucks to replace the ones you lose.

Mission 8B: Elba Island (Alternate)

Difficulty Rating: Moderate

Objective: Destroy all Allies on Elba Island.

Starting Forces: 3 Rifle Infantry, Construction Yard, Power Plant, Sub Pen, 4 Submarines

Tactical Objectives

This mission is similar to Mission 8a, but significantly easier. The distribution of Allied forces is almost the same in this alternate mission.

Intelligence Report

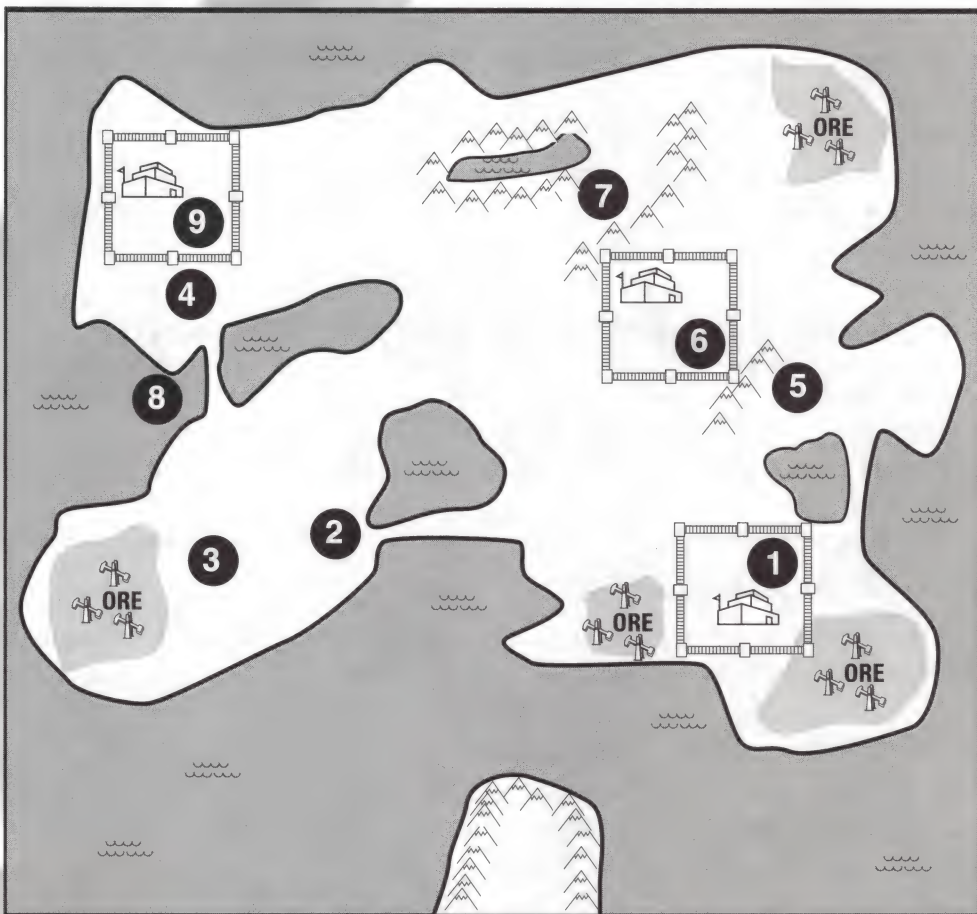
As in Mission 8A, you'll find both a large Allied base and a smaller base with Fake Structures. (You won't have to deal with Fake Structures very often in later missions; they seem to be something of an anomaly.)

Strategy

You start at Point 1, in the southeast part of the island. As in 8A, a main challenge is to build up your base quickly. You'll be under attack from the start, so build a Barracks to dissuade the bad guys from attacking. Train about six Grenadiers (and a few Heavy Tanks, if you wait long enough to get your War Factories in gear) and send them to Point 2, where you'll find a small group of Rocket Soldiers and Tanks. If they survive, move them on to Point 3 and destroy the Tanks and infantry they discover there.

When you have some free time. Take at least five of your Submarines to Point 8, where a number of Allied ships like to attack your Ore Trucks. Obliterate the ships, and scour the coast lines for Allied ships.

Eventually you'll have a strike group consisting of at least 10 or 12 Tanks. Send this group to assault Point 9, the true Allied base. The small base at Point 6 is much



like the small Allied base in Mission 8a, where you'll find a Fake Construction Yard and War Factory, and not much else. It's best to ignore this base in favor of attacking the real one at Point 9.

You'll encounter a small host of Medium Tanks and Artillery if you attack the base from the direction of Point 4, but it isn't anything you can't handle. Demolish the base.

Points 5 and 7 show the probable locations of scattered Allied forces; clean them up. Once you've destroyed every Allied unit and structure, your mission is complete.

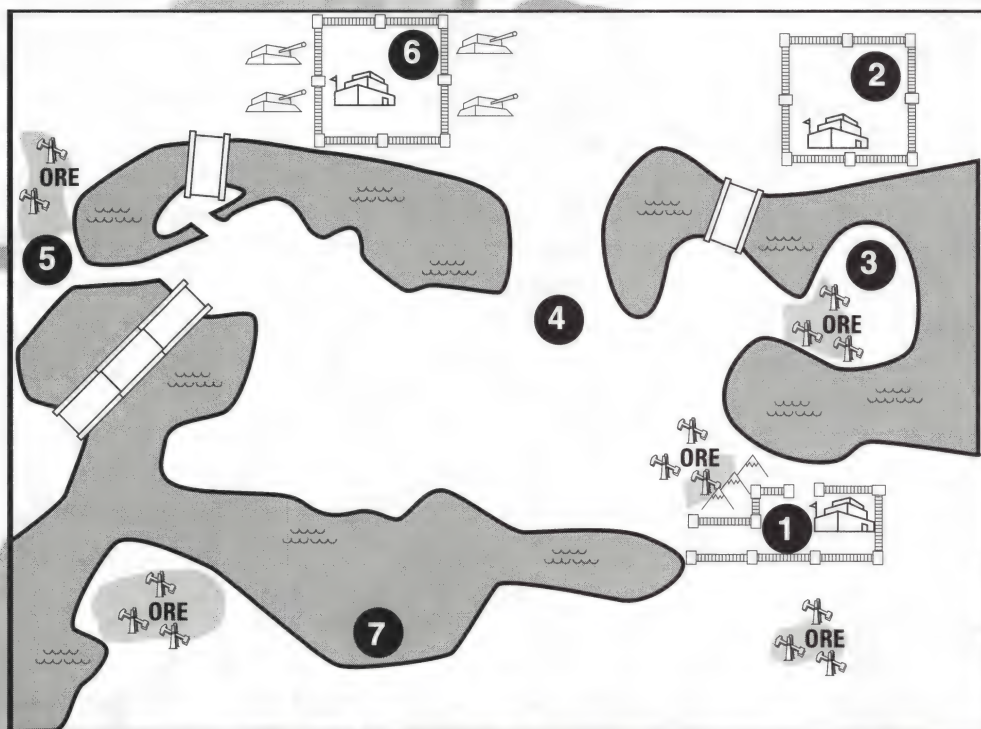


Mission 9: Stop the Convoy

Difficulty Rating: Hard

Objective: Stop the Allied convoy trucks from leaving the area.

Starting Forces: 3 Heavy Tanks, 2 Mammoth Tanks, 2 V2 Rocket Launchers, Tesla Coil, Service Depot, Ore Refinery, Radar Dome, Barracks, Command Center, 2 Advanced Power Plants



Tactical Objectives

Your job is to stop a convoy of Supply Trucks from escaping the area. This is not a timed mission, but the Trucks will try to escape when you approach the enemy base. Therefore, the pressure is on to find them once you begin your attack. Make sure you have enough Tanks before starting your raid.



Intelligence Report

There are several ways to approach this mission, and the “Strategy” section details only one of them. An alternative method involves sending an Engineer and a few Heavy Tanks west, capturing an Allied base in the process of being constructed, and maintaining two bases throughout the mission.

The approach I describe in the “Strategy” section is somewhat more conservative. It involves maintaining a single base, building up a huge strike force, and eventually making a decisive attack.

Strategy

You start the game with a base at Point 1, nearly surrounded by Concrete Walls. Allies will launch devastating attacks on your base from the north and west. However, if you immediately block off the northern entrance with Concrete Walls, the poor fools will stop attacking you from that side. Now the Allied ground troops will only attack from the west, where you can concentrate your defenses.

After building the usual Ore Refineries and War Factory, build at least three SAMs near your Tesla Coil to defend it from Allied Longbows. Also, surround the Tesla Coil with Concrete Walls to protect it from enemy ground troops. Gradually add two more Tesla Coils in the same location, and place an extra SAM Site, as well. You needn’t do this all at once, but once you have three Coils and four SAMs (and Concrete Walls around the Coils) your base will be rock-solid.

Initially, your Ore Trucks should gather the ore from the small patch west of the base. When they’ve depleted the western ore, or they start coming under heavy fire, have them gather the gems in the small patch south of your base, and then go to the large ore field dominating the map’s southern fringe. This southern vein of ore is largely protected from the enemy, except for the occasional Transport landing. Take several Heavy Tanks and station them at Point 7 to deter the Allied Transport that lands there periodically. Once you’ve done this, the vast southwestern ore fields should be safe for your Trucks to mine.

Build a force of 15–20 Heavy Tanks and attack Point 3. Sell some wall sections in the northern part of your base if you’re having trouble getting them there. Point 3 is a small Allied base; it’s well-defended, but also contains two crates of credits, and one with healing power. Also destroy the north–south bridge that leads to a small base at Point 2, and then send the Tanks back to your base.

Continue to fortify your Tank army. When it’s massive enough (perhaps 30 Tanks or more), you should move it northwest to Point 4. Leave a few Tanks there to catch the Convoy Trucks, should they choose to escape by this route. Take the rest



of your army farther west, all the way to Point 5. Destroy any Tanks that get in your way, and avoid the Cruiser parked nearby in the water. Save the game when your Tanks reach Point 5.

Gather your forces and move them to the northwest corner of the map. Then charge east toward Point 6. Ignore all enemy units but the weakest, such as Artillery. Ignore the Cruiser and base defenses. Your goal is to charge east in search of the Convoy Trucks. They're in there somewhere! All the defenders and Gap Generators add to the confusion, but if you charge east to Point 6 and then keep sweeping east (and south, when possible), you should be able to locate and destroy a Supply Truck. Don't worry about your assault force: It's going to get plastered, but that's fine. Once you destroy a Truck, you'll have accomplished your mission. If the mission spontaneously fails, you'll know you didn't find the Trucks in time. Reload from your saved position and try again, pressing east even faster, and watching for those Trucks. If your Tank force gets destroyed before you can locate the Supply Trucks, you probably need more Tanks.

Mission 10: Guard the Supply Trucks

Difficulty: Moderate

Objective: Get at least one convoy truck to the other side of the map.

Starting Forces: 3 Yaks, 2 MIGs, 4 Heavy Tanks, 2 Convoy Trucks, 5 Airfields

Tactical Objectives

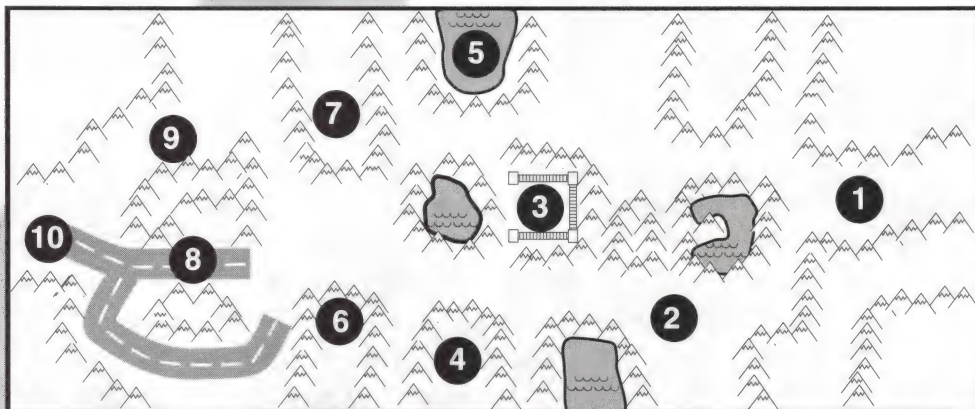
You have limited forces at the start of this mission, and base-building is out of the question. The mission doesn't start out with a timer, but when you either take over or pass by a small Allied base at Point 3, a timer suddenly appears. Time shouldn't be a real problem in this mission, however.

Intelligence Report

This is an unusual mission because you can build only aircraft. You can take over an enemy Construction Yard with Engineers, but it isn't necessary (or even desirable) to build new units, except for planes. When your Yaks get destroyed, replace them with MIGs. As always, use your planes as a single strike force.

Strategy

Your starting forces at Point 1 include four Heavy Tanks, several Yaks, and two MIGs. You also have two Supply Trucks; these trucks always follow the closest unit,



and you can't control them directly. This can lead to some frustrating moments, so turn down game speed and be patient.

Destroy the Allied forces at the mission's start with concentrated Tank fire. Then move your Tanks to Point 2, where you meet a small Allied force. Some players prefer to leave one Tank (the one the Supply Trucks are following) back at Point 1 to guard the Supply Trucks. Regardless of whether you choose to do this, use the Tanks you *did* send to clear out enemies near Point 2. Save the game if you haven't had many injuries or losses.

Your main threats in this mission are Allied Destroyers at points 4 and 5; there's one Destroyer in each pond. Bring the entire air fleet to Point 4 and strafe the Destroyer you find there. A single strafing run should damage it, and a second run definitely will destroy it.

Now take your Tanks and attack the base at Point 3, proceeding south to avoid the remaining Destroyer at Point 5. Have a Tank destroy one of the oil drums near this base; this makes the job easier.

Several Engineers will airdrop near Point 2 at some point; you can use them to take over structures at Point 3. It isn't necessary to take over Allied structures to win this mission, but if you do, be sure to build (or conquer) a Barracks. You don't need anything else; sell the Service Depot or other structures you take control of. Note that the mission timer suddenly comes alive at some point, and after that you must work quickly.

Take a plane or two to points 6 and 7 to blow up the oil drums there. This will completely (or nearly) destroy the four-Turret clusters on each of the two ridges. Use aircraft to finish off any Turrets that didn't blow up; make sure your aircraft avoids the remaining Destroyer (and its deadly Stinger missiles).



Buy any extra infantry you can, sell all structures at Point 3, and send your forces west. Assault Point 8 with your remaining Tanks; take out the Rocket Soldiers there by shooting an oil drum, and then running over survivors. Strafe the Allied Tank at Point 8 with your aircraft if your Tanks aren't healthy enough to finish it off.

Ignore the soldiers at Point 9. You don't need to go there.

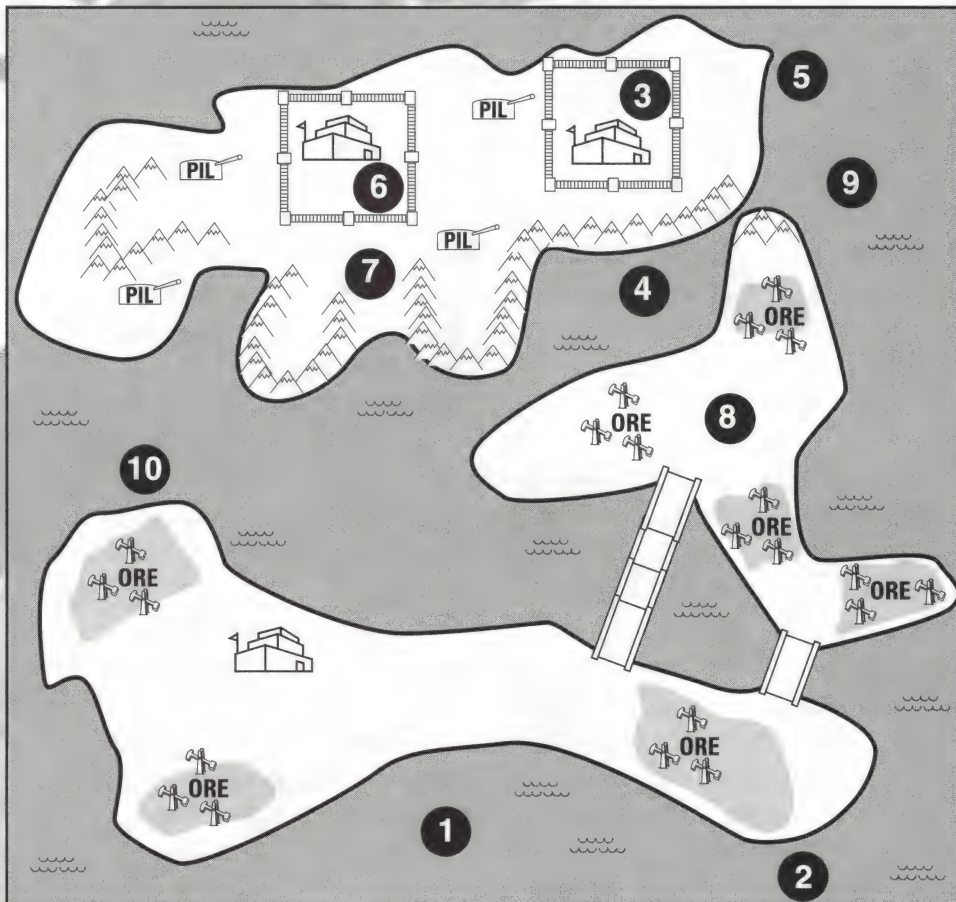
Move your remaining forces west to Point 10 to complete the mission.

Mission 11A: Naval Strike

Difficulty Rating: Hard

Objectives: Destroy the Allied naval threat.

Starting Forces: Transport, MCV, 3 Subs, 2 Flame Infantry, 2 Grenadiers





Tactical Objectives

You must eliminate Allied naval presence in this area. You start with limited forces and credits, so do your best to hang on. Credits come much easier after you've established your base defenses and taken out enemy Mine Layers.

Keep the game speed slow, and watch out for naval attacks on your land units.

Intelligence Report

Early Sub Pens can mean the difference between success and failure. As always, packs of six or seven Submarines are your best bet for consistently eliminating ships. MIGs also are very good against Gunboats and Cruisers lacking the benefit of Destroyer support.

Strategy

Your starting units appear at Point 1 and you must quickly find a spot to begin building a base; directly north is a good location. Build an Ore Refinery and Sub Pen immediately, as well as a War Factory.

Move a group of three Submarines east to Point 2. Nasty Cruisers will appear here frequently to shell your base from afar. Take them out quickly; your base can't take that kind of abuse for long.

Harvest the nearby gems first. It's critical to build up credits rapidly. Unless your Subs are getting overwhelmed, gear up your War Factory and start cranking out Tanks. Move your early reinforcements to guard both the east and west sides of the base. The western and northern ore fields tend to be heavily mined, so build some Rifle Infantry and scout the area before sending in the Ore Trucks. Kill Mine Layers on sight, if at all possible.

As your Tank force increases, take four or five Heavy Tanks to baby-sit Point 10, where the Allies like to land Transports containing Rangers and Tanks. Try to block the beach area completely. Use your Subs to take out any Allied ships threatening your Tanks or Ore Trucks.

Also scout the eastern bridges with a substantial Tank force and clear out Allied units in the area. If you don't do this, the forces at Point 8 (mainly Rangers and Tanks) periodically descend on your base.

Continue building up your Submarine fleet, and send a pack of Subs to Point 4, where one of the Allied Naval Bases is located. Point 9 indicates the general location of a large group of Allied naval units that may or may not cause your Ore Trucks problems. Unfortunately, you can't deal with them until much later in the game. Just try to keep your Ore Trucks away from them.



Try to keep at least three Subs at Point 2 just in case you missed a few Allied naval units, because the Cruisers can do heavy damage to your base if all your Subs are near Point 4. Check back frequently with the group at Point 2, as they don't fire on enemy ships automatically.

Once you've neutralized the Naval Yard at Point 4, begin to build a large fleet of MIGs and/or Hinds (at least 10) in the southeast tip of the island. Credits shouldn't be a problem; the two local ore-filled islands contain well in excess of 100,000 credits between them. Keep at least one of the two bridges on your starting island intact, or face the inconvenience of taking Ore Trucks in Transports to the smaller island.

Reveal Allied structures near Point 6 with Spy Plane runs, and then start picking away at the structures with your MIG or Hind air force. Take out the AA Guns first; Hinds are best for this task. Unfortunately, the eastern part of the Allied base (Point 3) has a Gap Generator, so you must destroy it with ground forces before air attacks are feasible. Wait on that for now.

When you've destroyed almost everything at Point 6 and Point 7 (the latter a concentration of Allied ground forces), begin transporting Tanks to the beach at Point 7. Note that trees in the area around points 6 and 7 conceal four Camouflaged Pillboxes; try to take them out with MIGs before your land forces attack.

The land between Point 7 and the enemy base at Point 3 is mined, so be wary, and use forced shots (Ctrl) + left click to clear the way. Assault Point 3 and take out the Gap Generator, then cause as much destruction as possible with your remaining units. Once the Generator is gone, your Spy Plane can uncover the Shroud so your MIGs can finish the job.

The second Allied Naval Base is at Point 5, and there are likely to be a number of ships nearby that you'll need to destroy. Uncover the remaining territory with Spy Plane runs, and then finish off all Allied units and structures to win the mission.

Mission 11B: Naval Strike (Alternate)

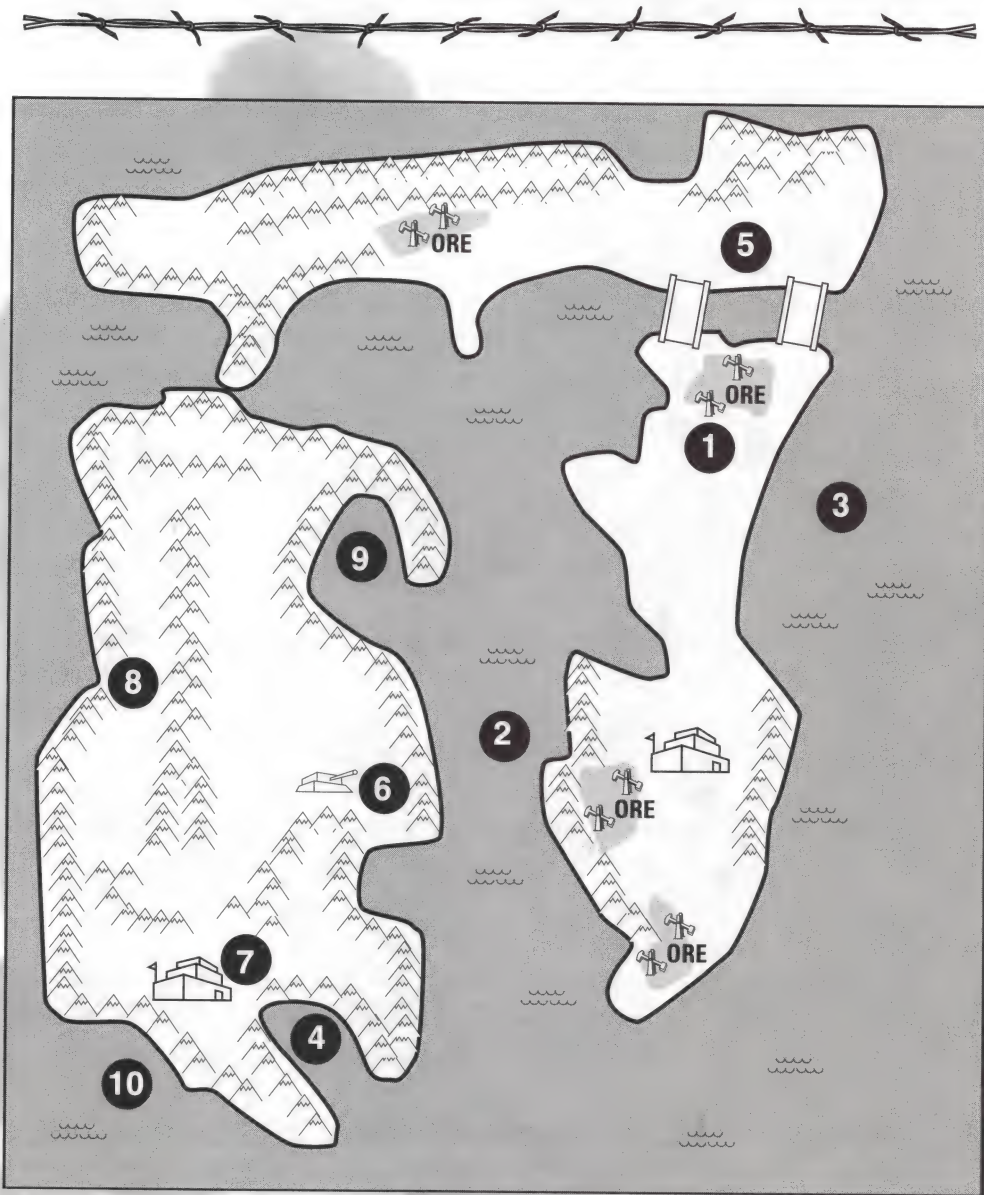
Difficulty Rating: Hard

Objective: Destroy the Allied naval power.

Starting Forces: 3 Subs, Transport (containing MCV, 2 Flame Infantry, 2 Grenadiers)

Tactical Objectives

Like Mission 11A, your ostensible task is to destroy Allied naval power. In practice, this means you'll have to destroy *all* Allied units and structures, both land- and sea-based. This involves quickly building your base, maintaining a strong fleet of



Submarines, and transporting Tank forces to the enemy island for the inevitable base assault.

Intelligence Report

Allied Cruisers from the vicinity of Point 3 and the map's southeast corner are perhaps your biggest threat. Maintain Submarines in these areas, or they'll shell your base into oblivion.



Strategy

Head due north from your starting position, and start building your base somewhat south of Point 1. Your first three structures should be an Ore Refinery, War Factory, and Sub Pen, in that order. Manufacture at least four Heavy Tanks and four Subs to defend your base. Then build extra Ore Trucks as soon as possible.

Allied Tanks and Artillery will first attack your base from the vicinity of Point 1. You should be able to take care of them with your initial forces, but you'll need extra Tanks quickly. Later, when your base not in danger and you have extra Tanks, you might want to send several to Point 5 and clean out any Allied units you find there. This allows your Ore Trucks to mine on the large upper island safely.

On the naval frontier, place your three Subs at Point 2 while you build up your base. This is where the first naval assault will occur: Two Destroyers and a Cruiser will move into the area and fire on your base. An enemy Transport also lands near Point 2, requiring you to send several Heavy Tanks. Fend off this assault as best you can.

Build several new Submarines as quickly as possible. When you have at least three new Subs, move them in a group to Point 3. Cruisers will appear there frequently and shell your base. Make a point of checking in on your Submarine groups often, because they don't automatically return fire on Allied naval units.

Take another group of at least three Submarines to the area where you started the mission. More Allied naval reinforcements will appear in this vicinity periodically and assault your base, so this Sub patrol is a necessity. Replace your Submarines as soon as they're destroyed, and keep a minimum of three Submarines at each point, because naval units are the main threat to your island base, and your mission as a whole.

Continue to build more Submarines for an attack on the Allied Naval Base at Point 4. You'll need at least six Submarines to break through the patrolling ships and destroy the Naval Yard.

When the Naval Yard is gone, start building Transports—three. Load them up with Heavy Tanks and send them to the beach at Point 6 after clearing the way with Subs. Rocket Soldiers, Light and Medium Tanks, and Artillery guard this beach well. Mines will also gut your Tank assault. Your offensive probably will fail, but it will clear out enough Mines and units for the next group to succeed. Send the Transports home, load them with fresh Tanks, and try the assault again.

Keep sending new Tanks until you break through the perimeter defenses. Then assault the base at Point 7 and destroy everything you find there. Be sure to destroy the Naval Yard at Point 10.



Use your Subs to deal with the remaining naval units at Point 9. A squadron of MIGs, plus your Spy Plane, help reveal stragglers and destroy targets in hard-to-reach locales.

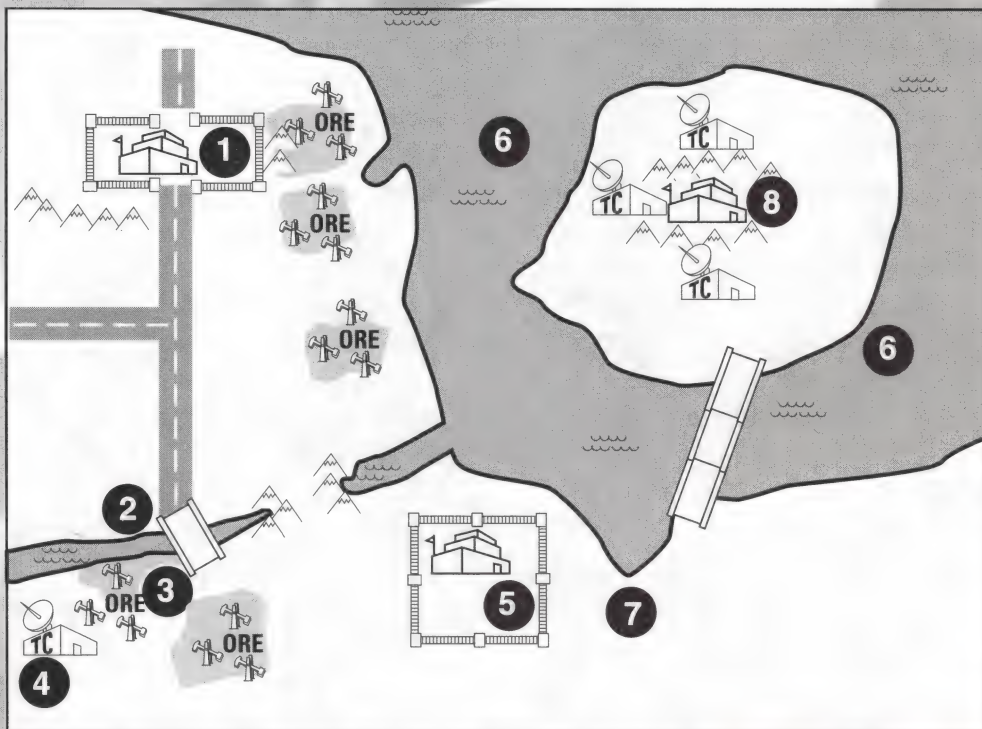
Tree clumps conceal a number of Camouflaged Pillboxes on the Allies' main island. If you think you've destroyed everything, but your mission doesn't end, you probably missed one or more of these.

Mission 12: Chronosphere Assault

Difficulty Rating: Hard

Objective: Capture the Chronosphere

Starting Forces: 10 Grenadiers, V2 Rocket Launcher, Mammoth Tank, Heavy Tank, MCV



Tactical Objectives

Your task is to capture the Chronosphere. In practice, this means using Engineers to capture the three Technology Centers ringing the Chronosphere at Point 8. For reasons



we'll discuss later, you must prepare well before you start taking over these Tech Centers.

Intelligence Report

This mission isn't so tough, if you know what to expect.

Strategy

At the start of this mission, Soviet planes fly in and destroy the Allied base at Point 1. Your ground troops arrive north of the base to eliminate any survivors. It's important to protect your V2 Rocket Launchers and MCV at this stage of the game; move them as far as possible from the fighting (but make sure the Rocket Launcher can still fire on the enemy). Protect your Mammoth Tank by placing it behind the main attacking force.

When there are only the two Turrets left at the base's south entrance, move the Rocket Launchers to destroy them, without sending them close enough to expose them to Turret fire.

Station the bulk of your remaining Tanks between the base's south and east entrances. Place the Rocket Launchers on a small nearby ridge, along with a pair of Tanks. A transport plane will soon land there and attack your base. Once you have more structures in the area there won't be room for enemy landings; until then, however, you must defend the area.

Immediately build an Ore Refinery and direct your Ore Trucks to nearby gems. Gather the valuable gems quickly, the better to speed up your base construction. Build a Service Depot and repair your damaged Tanks. Build two Tesla Coils between the southern and eastern entrances, so they can attack enemy forces from the south *and* east. Surround the Tesla Coils with Concrete Walls for protection. Also build a Radar Dome and three SAMs: Several waves of Longbows will assault you. They'll most likely attack your Ore Refinery or Construction Yard, so bear this in mind when placing the SAMs.

When you've placed your base defenses, take your Tanks to points 2 and 3 to clear the area of Allied units, so your Ore Trucks can safely harvest the ore fields. You needn't take over the Allied Tech Center at Point 4 to win the mission, but take it over anyway; it provides you with a valuable Satellite view!

Build a force of eight to 10 Heavy Tanks. Take this group, and the Mammoth Tank, and attack the Allied base at Point 5. Keep your units as far from the shore as possible; Allied naval units at Point 6 will try to attack your advancing horde.



When you've destroyed the enemy base and the small Allied band (Tanks and soldiers) at Point 7, you effectively have crushed the mainland Allied threat. Destroy a portion of the nearby bridge, if it hasn't already been destroyed. Now you can sell all but one of your Tesla Coils and their Concrete Walls. Build an air fleet of at least eight MIGs or Hinds. The more the better: You'll use them to destroy the naval units at Point 6 and the Allied base surrounding Point 8. Your Satellite view makes this an easy task, indeed.

Don't attack the Tech Centers or the Chronosphere at Point 8, and be sure to leave at least one Advanced Power Plant standing. When you've cleared the waters and island of all other units and structures, transport four Engineers and a moderate Tank group to the northern beach of the Chronosphere base's island. Position the Engineers at each of the Allied Tech Centers, and use Heavy Tanks to damage the Tech Centers until they're red. The instant an Engineer takes over *any* Tech Center, a 5-minute timer begins. That's why you brought several Engineers on your first trip. Smart, eh?

When you've taken over all three Tech Centers, the mission is complete.

Mission 13A: Utter Chaos!

Difficulty Rating: Hard

Mission Objective: Destroy all Allied units and structures.

Starting Forces: MCV, 2 Mammoth Tanks, 2 Heavy Tanks, 2 V2 Rocket Launchers

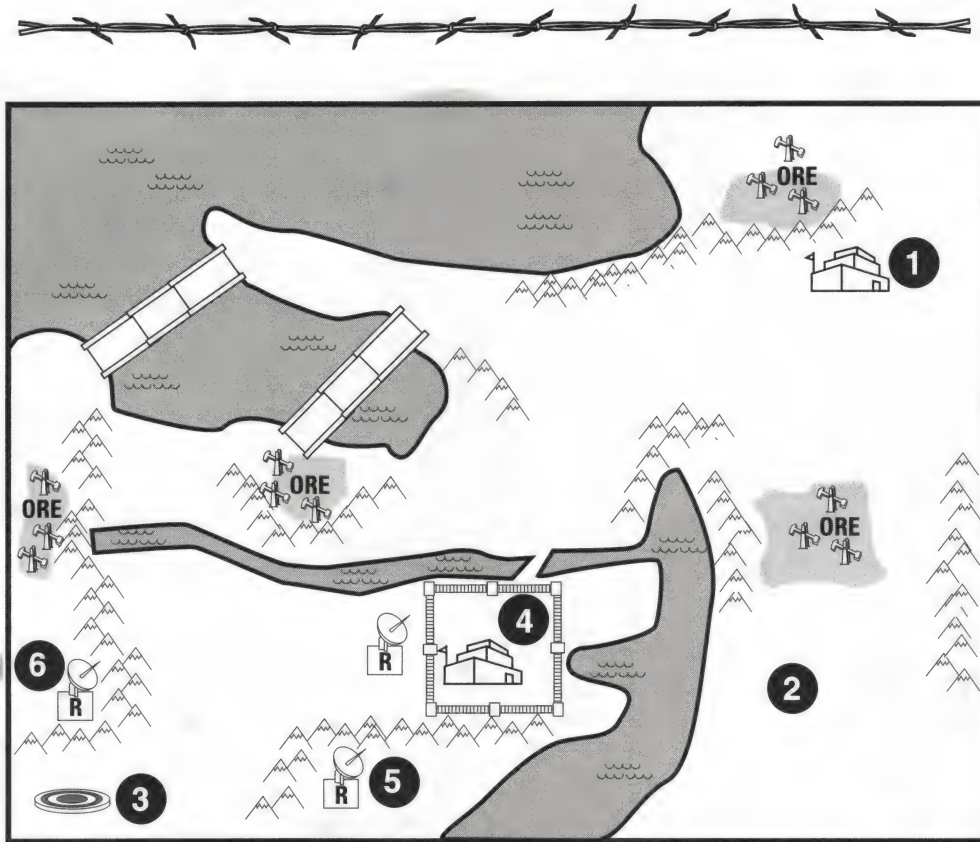
Tactical Objectives

This can be a very misleading mission. Your instructions are to destroy Allied Radar Domes to take over the Chronosphere. However, if you follow orders, meticulously destroying each Radar Dome before you take over the Chronosphere, you'll fail! (This seems to be a bug, and may be fixed in your copy of *Red Alert*.)

Assuming you don't have the fixed version, your *real* objective is to destroy all Allied units and structures, except for the Chronosphere.

Intelligence Report

This mission requires aggressive base defense with Tesla Coils and SAMs, a good ore refining operation, and the usual huge army of Heavy Tanks. Avoid Point 3 on your map at all costs until you're certain all Allied Radar Domes are gone; approaching it sooner with *any* unit, even a Spy Plane, can cause it to explode.



Strategy

You'll find your units under attack near Point 1 as the mission starts. This is not as chaotic as the start of Mission 12, but your beginning strategy should be the same: Protect your V2 Rocket Launchers and MCV, and keep a close eye on the health of your Mammoth Tanks; pull them back if they're taking a heavy beating.

Immediately build an Ore Refinery and harvest the gems in the nearby field. Construct a War Factory, several Advanced Power Plants, and two or three Tesla Coils. Place the coils near the ridge southwest of Point 1 so they can zap enemy forces arriving from the south and west. As always, protect them from ground fire with Concrete Walls. Keep some Tanks around the base for perimeter defense.

You'll face frequent attacks from the north, southeast, and southwest. Rocket Soldiers and Tanks will assault the northern ore fields, so protect your Ore Trucks with a small Tank force, and perhaps an extra Tesla Coil near the fields.

Tanks from Point 2 frequently will move up to attack your base, but your Tesla Coils should blunt their offense. Begin constructing a force of at least 15 Heavy Tanks for a major assault against the Allies. The main threat is the large Allied base



at Point 4. Crush the Allied base's best structures, carefully avoiding Point 3 (the map's southwest corner).

Take out the small bases with Radar Domes at points 5 and 6. Then build at least five MIGs to take out pesky naval units. A Sub Pen near your original base will help clear the western sea of ships, and allow you to reach difficult areas with Transports.

Continue mopping up all Allied units and structures, carefully avoiding Point 3. When you've absolutely destroyed every other unit, send your men to Point 3. Don't destroy or try to take over the Chronosphere. Just leave it alone. Demolish everything else, and you'll win the mission. If this doesn't result in victory, either you missed an Allied unit somewhere, or you have a fixed version of the game. If this is the case, try taking over the Chronosphere with an Engineer.

If you get too close to the Chronosphere, Allied troops will try to demolish it themselves. Be forewarned, and prepare to defend it when you make your final approach.

Mission 13B: Utter Chaos (Alternate)

Difficulty: Hard

Objective: Capture the Chronosphere.

Starting Forces: 2 Mammoth Tanks, 2 V2 Rocket Launchers, 2 Heavy Tanks, MCV

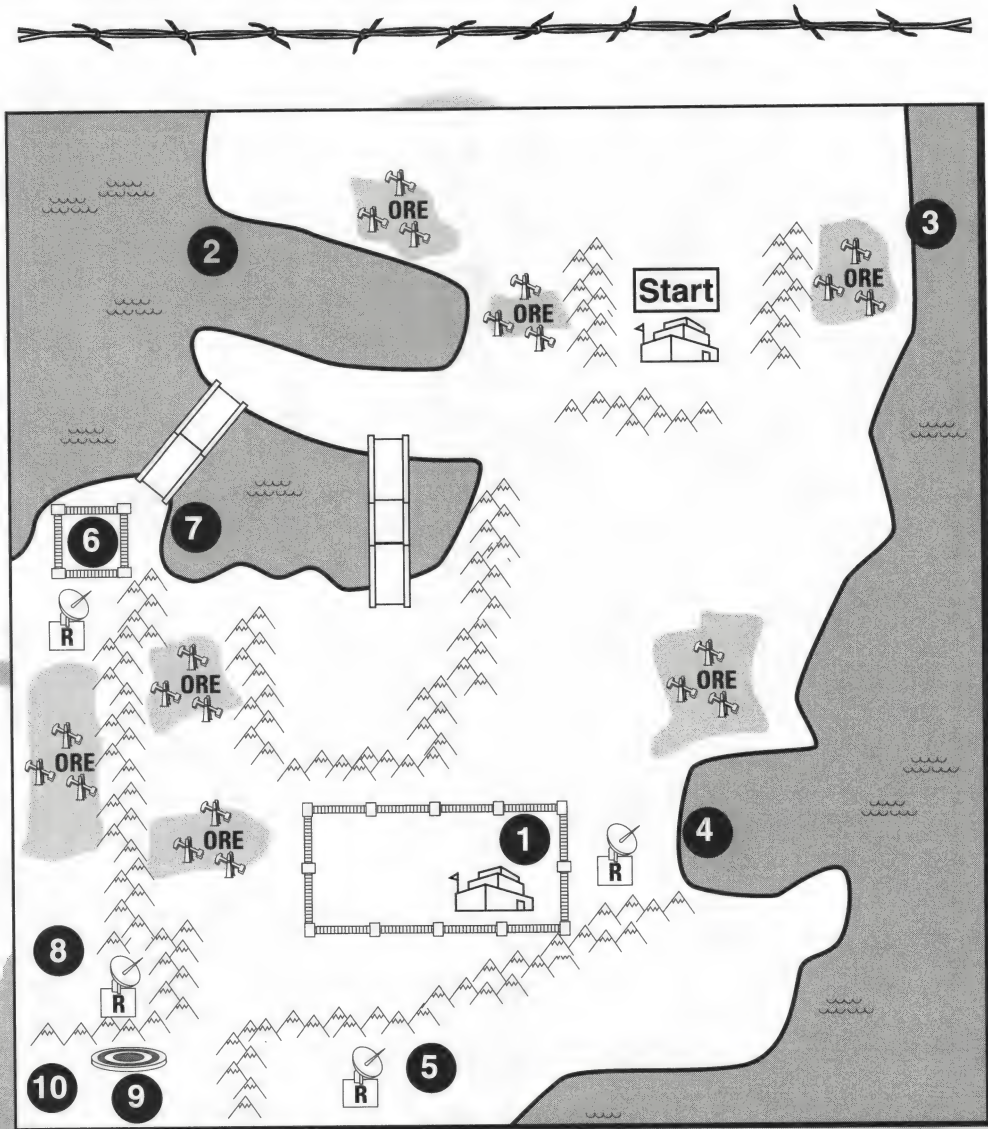
Tactical Objectives

Unlike Mission 13A, this mission allows you to take over the Chronosphere and beat the mission normally.

Don't send a Spy Plane to the map's southwest corner (points 9 and 10) until you've positioned Tanks nearby. Revealing this location will encourage local Rocket Soldiers to begin destroying the Chronosphere.

Intelligence Report

There are four Radar Domes, so you'll have to destroy a good portion of the local Allied forces before you complete this mission. However, if you're sick of hunting down every little unit and structure, you'll be pleased to learn you *can* beat this mission by capturing the Chronosphere with Engineers.



Strategy

Build your base at the Starting Point, between a set of convenient ridges. Get an Ore Refinery and War Factory in place right away. Crank out Heavy Tanks as fast as possible, for Allied units from the east, west, and south attack soon. The enemy will land Transports at Point 3, which you can block with a Tank force. Usually you won't have to worry about Destroyers and Cruisers in this area. However, take care around Point 2; there are several Destroyers in that body of water.

Build a Radar Dome as soon as possible and construct at least four SAMs. Then build two or three Tesla Coils, surrounding them with Concrete Walls. The best loca-



tion for the Coils is probably the southwest corner of your base. Make sure the Coils can attack both the ore fields to the west and advancing units from the south.

Build a force of at least 15 Heavy Tanks and send them to Point 1, one of two Allied bases. If the initial attack fails, keep sending groups of 10 to 15 Tanks to clear out the Allied base and destroy the nearby Naval Yard at Point 4. Also make sure to destroy the Radar Dome.

Now mass another Tank force and march them southwest (not all the way to Point 9). Destroy all Allied units and structures.

The Radar Dome at Point 5 is inaccessible to land units, and covered with a Gap Generator's Shroud. Bring V2 Rocket Launchers up to the ridge, use Spy Planes to briefly uncover the Radar, and target the Radar with your V2s as soon as it appears. If this fails, use Paratroopers to finish off the Radar.

Now build Ore Silos extending west of your starting base: The idea is to get close enough to the western shore to build a Sub Pen. Build six Submarines, and send them to Point 7 to clear out Allied ships and their Naval Yard. You must destroy a local bridge first, and then take the Subs through the gap.

Next, build several Transports and send a Tank army to the vicinity of Point 6. Enemy firepower is concentrated, and it will be hard to get a foothold as your units disembark. Just keep trying, though, and you'll eventually win through. Destroy the base at Point 6, making sure to get the Radar Dome.

Now send your Tanks directly south to Point 8, and take out the Allied units stationed there. The final Radar Dome is also nearby. Destroy it.

Having destroyed the Radar Domes near points 1, 5, 6, and 8, you may now send a Tank army to Point 9. Destroy the Barracks and Rocket Soldiers at Point 10 before they can destroy the Chronosphere. When you've cleared this area, send Engineers to take over the Tech Center and then the Chronosphere. Your mission is complete.

Mission 14: Final Assault

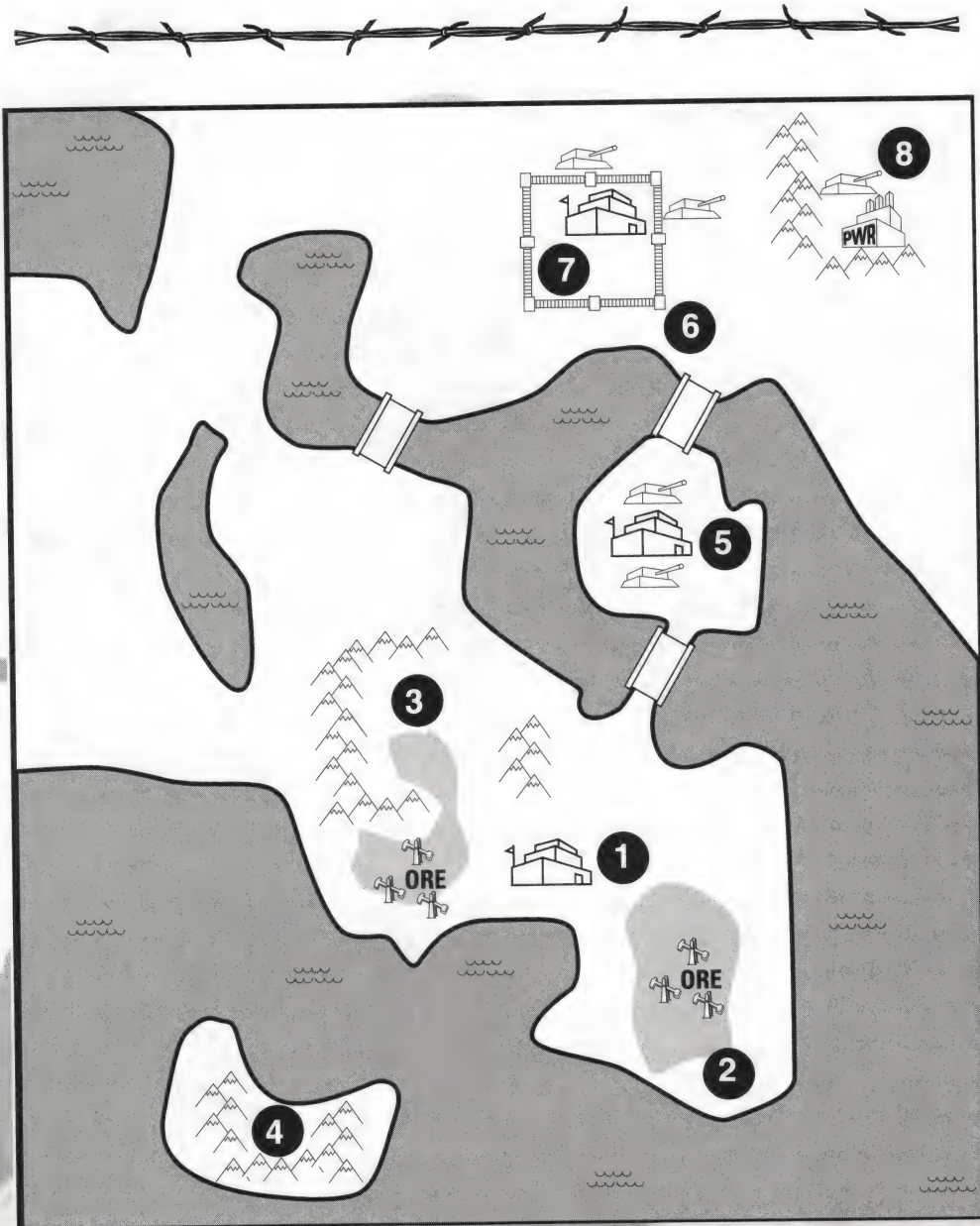
Difficulty: Hard

Objective: Crush the remaining Allied forces.

Starting Forces: 3 Mammoth Tanks, 3 Heavy Tanks, V2 Rocket Launcher, MCV

Tactical Objectives

Your goal is to demolish the Allied forces utterly. To accomplish this, you must follow a fairly standard plan of Tank-building and Submarine warfare; the main difficulty lies in establishing a solid foothold at the mission's start. There are lots of



enemy units attacking your base, and, unlike most scenarios, they come from several directions.

Intelligence Briefing

Keep your cool in the game's early stages. Build a robust network of Ore Refineries and Ore Trucks: Two Refineries and six Trucks is a good start. Credits are easy to come by, so don't worry about your resources running dry.



The main enemy base is near Point 7, an auxiliary base near Point 5. Enemy forces effectively control the entire continent north of Point 3, however.

Strategy

Build your base at Point 1: There's a beach just south of this location. You'll have to fight off multiple waves of attackers; many come in Transports, and others approach from the north, by land. Try to hold your own in the game's early stages (turn down game speed if necessary), and build two Ore Refineries, two War Factories, at least six Ore Trucks, a Sub Pen, and a Radar Dome. Use your Tank group to fight off attackers. If your Ore Trucks are attacked, move them back toward your base and let your Tank force deal with them there. If you send your Tanks into the field constantly, they'll often get stuck in a bad position, leaving your base open to attack.

If Ore Trucks to the west come under attack, send them to mine in the southeastern ore fields. If Ore Trucks are attacked in the southeast, send them to mine west of your base.

As you're doing this, try to build a trio of Tesla Coils near the beach at Point 1. Surround them with Concrete Walls. Add another Tesla Coil near the north part of your base. Transports like to land at Point 1, and your trio of Coils will destroy them before they even hit the beach. The northern Coil will assist against invaders from the north.

Another favorite landing spot is Point 2. Send a small force of Tanks to block the beach there, and either prevent Transport landings, or pick the armor units off as they disembark.

Once you've secured points 1 and 2, you'll have a much less difficult time defending your base. Add SAM Sites if you're having trouble with air strikes, and save the game when you reach a point where your base is well-defended.

Build a pack of seven Submarines at Point 1. Send them out on a long tour around the continent, first east, then north toward Point 6. Destroy all Allied naval units along the way, and build a few extra Subs at Point 1, in case the Allies send a Cruiser there to harass your base.

Near Point 6, your Subs should scan the coast for Allied Naval Yards and destroy them. Shoot a hole in the bridge there, to gain access to the inner part of the map. Destroy Allied ships in there to wipe out much of the Allied sea threat. Send extra Subs to join your group if the enemy sinks more than two or three.



Once most of the Allied ships are gone, save the game and send a large Tank group across the bridge to Point 5. Destroy everything you find there, and send your Tanks home to Point 1.

Now feel free to have your Sub group punch holes in the remaining two bridges on this map. This will allow them to move freely through the center of the map, and destroy remaining Allied ships to the northwest. Have them do this.

Meanwhile, build a Sub Pen on the north side of your base (the side facing the island at Point 5). Construct extra Subs if necessary, and then make three Transports and load them with Heavy Tanks. Send the Transports to Point 6 and disembark them. Have the Tanks demolish all enemy units in the immediate area. Then head for Point 7 and destroy the enemy Construction Yard. Take out other vital structures, as well. After taking out the Construction Yard, several Barracks, an Ore Refinery, and a War Factory or two, you've pretty much gutted the Soviets. Now it's just a matter of scouring the map and cleaning up.

If you think you've cleared the map and the game doesn't end, you've probably missed some naval units or Camouflaged Pillboxes. There's a ridge at Point 8 with lots of Power Plants on top; AA Guns and Camouflaged Pillboxes guard this area. Build MIGs to knock out the AA Guns and Pillboxes, and then land Paratroopers to destroy the Power Plants. Hidden Pillboxes like to lurk there, so search carefully.

Paratroopers and the Spy Plane are the best way to search for remaining enemy units.

Good luck! If you need a little boost, look for cash and Healing Crates on the deserted island at Point 4. Paratroopers are the best way to collect the loot.



Appendix



Unit and Weapons Charts

This appendix contains detailed charts with precise statistics about every unit, attack-capable structure, and weapon in the game. If you want stats on a unit's weapon, first look up the unit in Chart 1, locate its weapon, and then check out the weapon in Chart 2. Statistics on attack-capable structures also appear in Chart 2.

Many thanks to Roger Wong for creating these excellent tables. Check out his *Red Alert* web site at <http://www.netcomuk.co.uk/~cncfaq>. It's a quality source of *Red Alert* information.

Chart 1: Units

- Cost is in credits.
- Time is in minutes and seconds.
- Visibility (sighting range) is in map squares.
- HP stands for Hit Points, and is a measure of the damage each unit can absorb.
- Speed is in abstract units.
- Refer to the Weapons chart for weapon type, then look to Chart 2 for specific data on that weapon.



Name	Cost	Time	Visibility	HP	Armor	Speed	Weapons
Attack Dog	200	:10	5	12	None	4	Big Fangs
Rifle Infantry	100	:05	4	50	None	4	M1 Carbine
Flame Infantry	300	:15	4	40	None	3	Flamer
Rocket Soldier	300	:15	4	45	None	3	Red Eye, Dragon
Grenadier	160	:08	4	50	None	5	Grenade
Engineer	500	:25	4	25	None	4	—
Spy	500	:25	5	25	None	4	—
Thief	500	:25	5	25	None	4	—
Medic	800	:40	3	80	None	4	Medikit
Tanya	1200	1:00	6	100	None	5	Twin Colt '45s
Ranger	600	:30	6	150	Light	10	M60 mg
MineLayer	800	:40	5	100	Heavy	9	Mines (ap/at)
APC	800	:40	5	200	Heavy	10	M60 mg
Lt. Tank	700	:35	4	300	Heavy	9	75mm
Med. Tank	800	:40	5	400	Heavy	8	90mm
Heavy Tank	950	:48	5	400	Heavy	7	(2) 105mm
Mamm.Tank	1700	1:25	6	600	Heavy	4	(2) 120mm, Tusk
Artillery	600	:30	5	75	Light	6	155mm
V2 Lncher	700	:35	5	150	Light	7	V2 Rocket
Mobile Gap	600	:30	4	110	Light	9	—
Rdr Jammer	600	:30	7	110	Light	9	—
Ore Truck	1400	1:10	4	600	Heavy	6	—
MCV	2500	2:00	4	600	Light	6	—
Transport	700	:35	6	350	Heavy	14	—
Submarine	950	:48	6	120	Light	6	Torpedo
Gunboat	500	:25	7	200	Heavy	9	2" gun, d.charge
Destroyer	1000	:50	6	400	Heavy	6	(2) Stinger, d.charge
Cruiser	2000	1:40	7	700	Heavy	4	(2) 8" guns
Yak	800	:40	—	60	Light	16	(2) Chainguns
MiG	1200	1:00	—	50	Light	40	(2) Mavericks
Hind	1200	1:00	—	225	Heavy	16	Chaingun
Longbow	1200	1:00	—	225	Heavy	16	(2) Hellfire
Chinook	1200	1:00	—	90	Light	12	—

Chart 2: Weapons

- Shot range is in cells. Firing rate is in rounds per minute.
- Shot Type abbreviations are as follows:
(HP) Hollow point
(AP) Armor piercing
(HE) High explosive shrapnel
(SA) Small arms
- Range is in map squares
- Rate of fire is in abstract units

Weapon	Shot Type	Range	Rate of Fire	Damage vs. Unarmored	Damage vs. Wood	Damage vs. Light Armor	Damage vs. Heavy Armor
Colt 45	HP	5.75	180	50	2	2	2
AA Gun	AP	6	90	—	—	18	25
Vulcan	SA	5	22	40	20	24	10
Maverick	AP	6	300	15	37	37	50
Fireball	Fire	4	18	112	125	75	31
Flamer	Fire	3.5	18	63	70	42	17
Chaingun	SA	5	300	40	20	24	10
M1Carbine	SA	3	45	15	7	9	3
Dragon	AP	5	18	10	26	26	35
Hellfire	AP	4	15	12	30	30	40
Grenade	HE	4	15	45	37	30	12
75mm	AP	4	22	7	18	18	25
90mm	AP	4.75	18	9	22	22	30
105mm	AP	4.75	13	9	22	22	30
120mm	AP	4.75	11	12	30	30	40
TurretGun	AP	6	18	12	30	30	40
Tusk	HE	5	18	67	56	45	18
155mmArty	HE	6	14	135	112	90	37
M60 mg	SA	4	45	15	7	9	3
Tesla	Spc.	8.5	7	300	300	300	300
SAM	AP	7.5	45	—	—	37	50
Red Eye	AP	7.5	12	—	—	37	50
8 InchGun	HE	22	5	450	375	300	125
Stinger	AP	9	15	9	22	22	30



Weapon	Shot Type	Range	Rate of Fire	Damage vs. Unarmored	Damage vs. Wood	Damage vs. Light Armor	Damage vs. Heavy Armor
Torpedo	AP	9	15	—	67	67	90
2 InchGun	AP	5.5	15	7	18	18	25
DthCharge	AP	5	15	—	—	60	80
V2 Rocket	HE	10	2	540	450	360	150
Parabomb	HE	—	—	270	225	180	75
Medikit	Spc.	1.83	11	(80)	—	—	—
Big Fangs	Spc.	2.2	90	100	—	—	—
Nuke	Spc.	—	—	900	1000	600	250

Part II

The Original Command & ConquerTM

Introduction

Welcome to Part II of the *Command & Conquer: Red Alert Secrets & Solutions*. This section contains detailed walk-throughs of each mission from the original *Command & Conquer*, as well as the Covert Operations expansion pack. Both the original *Command & Conquer* and the expansion pack were classic games in their own right, so we thought we'd provide you with a guide to both sets of missions, in addition to the Red Alert material in Part I of the book. Whether you're playing these games for the first time, or just looking back with nostalgia, this guide to the classic *Command & Conquer* missions is an invaluable companion.

Before delving into the missions, you'll find a brief summary of useful C&C information: a map legend, a roster of units and structures (complete with costs and abilities), and a few basic strategies you'll use time and again in your conquests. Even if you're already familiar with the game, we suggest that you glance over this introductory material, just to re-acquaint yourself. The units, structures and strategies of Red Alert are very different from those of the original *Command & Conquer*, so prepare yourself for a challenge!



Map Legend

	African landscape		Civilian building oil pump
δ	Agent delphi		Cliff/rock ridge
- - - →	Airlift		
	Airstrip	2	2 commandos
***	Barbed wire		Communications center
	Barn		Concrete cubicle
	Barracks		Concrete wall
	Base		Crate
	Bazookamen		Damaged base
	Big rock	E	Enemy forces
	Biochemical center	X	5 engineers
	Bridge		Fence
	Broken bridge		Ford
	Cactus		GDI main attack
	Church		



GDI repair bay



Nod main attack



GDI small force attack



Nod repair bay



Grass



Nod small force attack



Guard tower



Obelisk



Advanced guard tower



Pond



Gunboat



Power plant



Hand of Nod



Prison



Hay in wooden fence



Production yard



Helicopter pad



Puddle



Hospital



River



Hut



Road



Lake



Rock statue



Mobile vehicle



SAM site



Nod flame tank



Sandbag



Shoreline



Tree 1



Silo



Tree 2



Small Rock



Turret



Tank



Unexplored Territory



Technology center



Village well



Temple of Nod



Village/civilian housing



Tiberium fields



Weapons factory



Tiberium plant



Map Legend

Because of the emphasis C&C places on unit use, this book does not use the traditional 'game tip' style entry to describe a useful tactic or characteristic. Instead, special icons in the margins indicate where there's useful information on the following subjects:

★ **Single player strategy and tactics.** These tips are of interest to players conducting GDI or Nod campaigns against the computer. Many do not apply to multiplayer games.

★★ **Multiplayer strategy and tactics.** Again, these often apply specifically to multiplayer games, and do not work as well against the computer.



Infantry. Text marked with this icon contains useful tips on leading your foot soldiers.



Vehicles. All special information on the use of light vehicles, armor, and artillery is next.



Air Power. This category includes both offense and defense—anti-aircraft measures as well as tips on how to manipulate GDI air strikes, attack choppers, and transport helicopters.



Base Assault. Capturing the enemy base is often the most difficult part of the game. Tips on useful tactics can be found whenever this icon appears.



Super Weapons. GDI's ion cannon and Nod's nuclear warhead are the most potent weapons in the game, and their correct use often turns the tide of the battle.



Engineer Raids. Everything related to the proper use of engineers—C&C's unarmed, but very powerful unit—can be found next to this icon.



Money. C&C's resource management is relatively simple, but there are ways to get more Tiberium credits. They are indicated by this icon.



Summary of Units and Structures

This list of units and structures serves as a quick introduction to the world of *Command & Conquer*. Refer to the list whenever a unit's costs or capabilities are in doubt.

MINIGUNNER

COST: 100 CREDITS

TIME TO BUILD: VERY SHORT

SIGHT RANGE: VERY SHORT

FIRING RANGE: SHORTEST OF ANY UNIT, EXCEPT THE PISTOL-WIELDING CIVILIAN

GRENADIER

COST: 160 CREDITS

TIME TO BUILD: SHORT

SIGHT RANGE: VERY SHORT

THROWING RANGE: SHORT TO MEDIUM

FLAMETHROWER INFANTRY

COST: 200 CREDITS

TIME TO BUILD: SHORT

SIGHT RANGE: VERY SHORT

FIRING RANGE: SHORT TO MEDIUM. COMPARABLE TO THE GRENADIER'S—LONGER THAN THE MINIGUNNER, SHORTER THAN A BAZOOKAMAN

BAZOOKAMAN

COST: 300 CREDITS

TIME TO BUILD: SHORT

SIGHT RANGE: VERY SHORT

FIRING RANGE: MEDIUM

CHEMICAL WARRIOR

COST: 300 CREDITS

TIME TO BUILD: SHORT

SIGHT RANGE: VERY SHORT

SPRAYING RANGE: SHORT TO MEDIUM

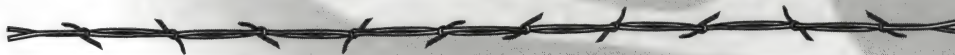
COMMANDO

COST: 1,000 CREDITS

TIME TO BUILD: LONG

SIGHT RANGE: LONG

FIRING RANGE: LONG

**CIVILIAN**

COST: GRATIS, UPON SELLING MOST BUILDINGS

SIGHT RANGE: NONE

FIRING RANGE: SHORT

DUNE BUGGY

COST: 300 CREDITS

TIME TO BUILD: SHORT

SIGHT RANGE: SHORT

FIRING RANGE: MEDIUM

HUMMER, OR HUMMVEE

COST: 400 CREDITS

TIME TO BUILD: SHORT

SIGHT RANGE: SHORT

FIRING RANGE: MEDIUM

ARTILLERY

COST: 450 CREDITS

TIME TO BUILD: SHORT

SIGHT RANGE: LONG

FIRING RANGE: LONG

RECON BIKE

COST: 500 CREDITS

TIME TO BUILD: MEDIUM

SIGHT RANGE: SHORT

FIRING RANGE: MEDIUM

BRADLEY LIGHT TANK

COST: 600 CREDITS

TIME TO BUILD: MEDIUM

SIGHT RANGE: MEDIUM

FIRING RANGE: SHORT TO MEDIUM

APC (ARMORED PERSONNEL CARRIER)

COST: 700 CREDITS

TIME TO BUILD: MEDIUM

SIGHT RANGE: LONG

FIRING RANGE: MEDIUM



SSM LAUNCHER

COST: 750 CREDITS

TIME TO BUILD: MEDIUM

SIGHT RANGE: LONG

FIRING RANGE: VERY LONG

ABRAMS MEDIUM TANK

COST: 800 CREDITS

TIME TO BUILD: MEDIUM

SIGHT RANGE: MEDIUM

FIRING RANGE: MEDIUM

FLAME TANK

COST: 800 CREDITS

TIME TO BUILD: MEDIUM

SIGHT RANGE: LONG

FLAME RANGE: SHORT TO MEDIUM

ROCKET LAUNCHER

COST: 800 CREDITS

TIME TO BUILD: MEDIUM

SIGHT RANGE: LONG

FIRING RANGE: LONG

STEALTH TANK

COST: 900 CREDITS

TIME TO BUILD: MEDIUM

SIGHT RANGE: LONG

FIRING RANGE: THEORETICALLY MEDIUM, PRACTICALLY SHORT

SILO

COST: 150

TIME TO BUILD: SHORT

POWER USAGE: SMALL

COMMUNICATIONS CENTER

COST: 1,000

TIME TO BUILD: MEDIUM

POWER USAGE: LARGE

**WEAPONS FACTORY AND AIRSTRIP****COST:** 2,000**TIME TO BUILD:** LONG**POWER USAGE:** MEDIUM**REPAIR BAY****COST:** 1,200**TIME TO BUILD:** LONG**POWER USAGE:** MEDIUM**HELIPAD****COST:** 1,500**TIME TO BUILD:** MEDIUM**POWER USAGE:** SMALL**ADVANCED COMMUNICATIONS CENTER****COST:** 2,800**TIME TO BUILD:** VERY LONG**POWER USAGE:** VERY LARGE (POWER NEEDED TO CHARGE ION CANNON)**TEMPLE OF NOD****COST:** 3,000**TIME TO BUILD:** VERY LONG**POWER USAGE:** VERY LARGE**BARRIERS: SANDBAGS, FENCING, CONCRETE WALLS****COST:** 50, 75, AND 100 CREDITS RESPECTIVELY**TIME TO BUILD:** VERY SHORT**POWER USAGE:** NONE**TURRET****COST:** 250 CREDITS**TIME TO BUILD:** SHORT**POWER USAGE:** MEDIUM**FIRING RANGE:** MEDIUM TO LONG**GUARD TOWER****COST:** 500**TIME TO BUILD:** SHORT**POWER USAGE:** VERY SMALL**FIRING RANGE:** MEDIUM



ADVANCED GUARD TOWER

COST: 1,000 CREDITS

TIME TO BUILD: MEDIUM

POWER USAGE: LARGE

FIRING RANGE: MEDIUM

SAM SITE

COST: 750 CREDITS

TIME TO BUILD: MEDIUM

POWER USAGE: MEDIUM

OBELISK OF LIGHT

COST: 1,500

TIME TO BUILD: LONG

POWER USAGE: VERY LARGE

Sample Tactics

If you've read the Red Alert tactics outlined in Part I of this book, you've already got a good idea of how to proceed in the original *Command & Conquer*. Of course, there are a few major differences... These strategy tips will point you in the right direction, and provide a solid starting point for any would-be GDI or NOD commander.

BUILDING BETTER BARRIERS

In single-player games, base defenses appear only after a few missions—but boy, do they make a difference. Your computer opponent reacts to simple sandbag barriers as if you applied a sandbag with a hefty swing to its skull—it just goes stupid. You can win almost any mission simply by building sandbag barriers, and expanding them until you seal the enemy inside their own base or bases.

Sandbag barriers also are the cheap way to set up a new base. You can set up a new home 50 map squares away for just 1,250 credits, without needing to build the 5,000-credit MCY, even if it's available (which it is only toward the very end of single-player missions).

Sandbag barriers are the only barriers you'll need to build when you play against the computer. Of course, things change radically in multiplayer games. A single rocket or cannon hit can destroy a sandbag section. In multiplayer action, a sandbag barrier is demoted to the role of obstructing enemy reconnaissance vehicles. If you



want any degree of security, you must at least build a fence, and it's definitely best to build concrete wall barriers.

Think about your base defenses even as you locate your construction yard site. Naturally, you should site your base so you spend as little as possible on protective barriers. Always consider using the "traveling sandbag" to build barriers some distance away from your base, between convenient cliffs or rivers.

THE TRAVELING SANDBAG IN MOTION

Players familiar with *Dune II* could also be familiar with the tactic known as "spider" base, where a base would grow defensive barrier "tentacles" spanning great distances. *Command & Conquer* allows you to build spider bases as well as what I call the "traveling sandbag."



The "traveling sandbag" lets you use defensive structures in an offensive mode. Here, a Nod turret lends support in an assault on a GDI base.

Because you only need the presence of a single structure to build anything on a neighboring map square, you don't have to maintain a chain. You get your sandbag to travel in the desired direction by building two sandbags, then selling the first sandbag section while you build your third, your second one while you build your fourth, and so on. The net result is a single sandbag moving square by square to the chosen location.

This method is extraordinarily effective against the computer. Human opponents are more alert to the danger posed by a seemingly innocent bag of sand, and you yourself should always attempt to destroy your enemy's sandbag venture. To expand your base or build defenses at a distance, you may want to consider building a continuous chain instead of selling your bags as you move along. This way your



progress will not be so easily thwarted: When your single sandbag is blown away after covering thirty map squares, you'll have to start all over again. You also might seriously consider extending your defenses with fencing. It takes more than one hit to destroy a section of fence, and given good support you may be able to continue extending your barrier even against fierce opposition.

To sum up, barriers perform the following roles:

- They restrict or even prevent the enemy from gaining access to your base. This quality is particularly important in multiplayer games, where your adversary almost always has ion cannons or nukes at his/her disposal. Knowing your base layout allows your enemy to hit you where it hurts most.
- They effectively lobotomize the AI, immobilizing computer-led troops.
- In single-player games especially, extending barriers is an extremely effective offensive tactic. They allow you to attack the enemy base by erecting structures right in its middle. This tactic works particularly well with Nod turrets.

THE UNIVERSAL FORMATION

The universal formation allows your infantry to advance at reasonable speed, and in reasonably good order, while permitting it both to attack and defend along a narrow front.

In this formation, your men are formed into squads. With GDI troops, one or more squads of minigunners are followed by squad(s) of grenadiers, who in turn are followed by bazookas. When your infantry encounters resistance, the minigunners in front tie the enemy down while the grenadiers advance to do their stuff. Finally, bazookamen join them for a coup de grace. If your advancing infantry is attacked, the play is identical—the minigunners who initiate the firefight are joined by grenadiers, and finally by bazookas. If things go badly, this setup usually allows you to salvage your expensive bazookamen.

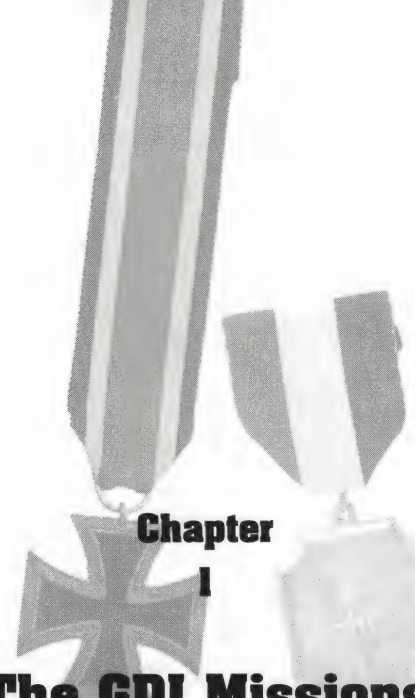
One note of warning: You should always disperse your minigunner squads the moment you encounter Nod flamethrowers. A flamethrower can kill a squad of minigunners in the same time it takes to kill just one. Try to work your minigunners between the enemy flamethrowers—they may torch each other along with your hapless guys. Alternatively, your minigunners could actually get the chance to fire on them from the side while grenades come crashing from the front. Remember that enfilade fire is always more effective than a frontal attack; your minigunners should extract casualties.



For Nod, the universal setup is again determined to a large extent by the flamethrower infantry. As always, your flamers should walk singly in front of the others. They should be followed by minigunner squads, with bazookamen bringing up the rear.

The universal formation's main advantage is that it allows your infantry to move in a fairly efficient manner while providing maximum flexibility—your units can both attack and defend themselves at very short notice.

Of the three types of barriers, you need use only sandbags against the computer. However, I recommend you build the more expensive fencing or concrete walls when playing against friends.



Chapter I The GDI Missions

It seems that most *Command & Conquer* players favor fighting on the side of the Global Defense Initiative. The obvious reason is that GDI represents the good guys. I suspect another reason is GDI weaponry.

The GDI arsenal has a distinct character. The emphasis is on good, solid units. GDI vehicles are better armed and armored than their Nod counterparts. The same rule applies to infantry. The GDI grenadier is, in my opinion, the best infantry type in the game. Grenadiers are cheap to produce, fast, and effective against enemy infantry, vehicles, and structures—things can't get better than that.



Many players consider GDI's Orca helicopter the ultimate C&C weapon. It's lots of fun to operate, but it performs poorly against infantry—there's no contest between a single Orca and two bazookamen. Fortunately, the computer opponent doesn't set up bazooka ambushes for Orcas the way a human opponent will.

The Orca's performance against vehicles and structures is pretty impressive. In the last few missions, I think you'll find it particularly useful against the Obelisk of Light—as long as no more than one SAM site defends it. You'll need four Orcas to take out an Obelisk in a single strike.



GDI armor deserves a separate mention. You can choose from two types of tanks—the Abrams and the Mammoth—while Nodniks just have the Bradley light tank.

Not surprisingly, GDI tanks are much more heavily armed and armored than their Nod counterpart. The Abrams is an especially useful vehicle—its speed, maneuverability, and firepower add up to a very useful combination. You'll find the Mammoth tank



less useful, despite its ability to repair itself. Its lack of speed is a major hindrance. I found that it's best used in base defense—use it in an offensive role only when nothing else will do. This limits the Mammoth to attacks on structures such as the Obelisk of Light, and this only in situations where it's supported by other units. The cost—1,500 credits—is also very discouraging: You can get an Abrams and an APC for that kind of money—two very useful vehicles.

The APC is definitely the best single vehicle in the GDI arsenal. Its ability to carry engineers and/or grenadiers through thick enemy fire is invaluable. It's perhaps the best vehicle to fight Nod infantry with, as it can squash soldiers just like a tank while having much better maneuverability and turn of speed. Finally, its sighting range makes it GDI's best reconnaissance vehicle. Given all these advantages, you'll find the APC a very good value despite its price tag.

You should make extensive use of the GDI rocket launcher when it becomes available. This weapon is absolutely devastating against infantry and buildings. When available, it's my favored choice for conducting base assaults.

As you progress in your career, base defenses become available. This lets you use the "traveling sandbag" tactic, described in the introduction. Unfortunately, GDI guard towers aren't as good as Nod turrets are for offensive purposes. Also, they are much more expensive—the advanced guard tower costs as much as four Nod turrets. What's more, it can't handle more than one turret at a time on its own.

The simple guard tower is even worse—it can't stand up to even a single turret. However, you must build them for lack of better choices, and support them with vehicles. I recommend you use these support vehicles to take care of Nod vehicles and defensive structures. In the meantime, your guard tower deals with enemy infantry.

Most GDI missions feature a GDI base—sometimes it's already there, though in need of repair. However, there are also several GDI special missions in which you are limited to your starting forces. On Level 6, your entire army consists of a commando and a Transport Helicopter. If you don't cheat by making game saves every minute, I suspect you'll find this to be the game's most difficult mission.

Overall, your biggest worry will be how to capture a Nod base that's defended by one or more Obelisks surrounded by SAM sites.

There's a distinct point in the GDI career after which all missions become significantly more difficult. This is when Nod introduces the Obelisk of Light.

You can't take out the Obelisk directly without sustaining horrifying casualties. What's more, most often it is surrounded by a protective cocoon of SAM sites and turrets. Trust me when I say that your only effective strategy here is to hit the power supply. The Obelisk needs plenty of power to operate. You'll find yourself devising some pretty desperate schemes to get behind the Obelisk's deadly horn!



THE MISSIONS

The entry for each mission follows a set format. The mission number comes first, and corresponds to the level number. If a particular level offers more than one mission, a suffix follows the level number (for example, 4a, 4b, and 4c). This suffix corresponds to the one the game designers gave the mission; if you look closely at C&C's Options panel, you will see the mission's "official" number in the left corner.

The missions available on any given level can vary greatly in difficulty. For example, Level 4 offers you 3 missions, two of which are fairly difficult, and one almost embarrassingly easy. This chapter includes a difficulty rating for every mission in *Command & Conquer*. Use these to guide you in your choices whenever you must choose from more than one mission.

The entry following the difficulty rating contains the mission objective, followed by the mission's tactical objectives—the elements of command you must master in order for you to progress. An intelligence report follows, telling you what to expect both in terms of terrain and opposing Nod forces.

The last and biggest section I map out a winning strategy and address the mission in tactical terms rather than specific instructions. As GDI field commander, you are free to choose exactly what units you want for, say, an attack on a Nod base. If you're a cautious commander, you may opt to systematically destroy base defenses, and build Mammoth tanks and rocket launchers. If you're a risk-taker, you might choose an APC assault instead, releasing engineers near chosen buildings. I thought I'd leave it up to you to decide which units to produce and in what quantity.

MISSION 1—A BEACH IN ESTONIA

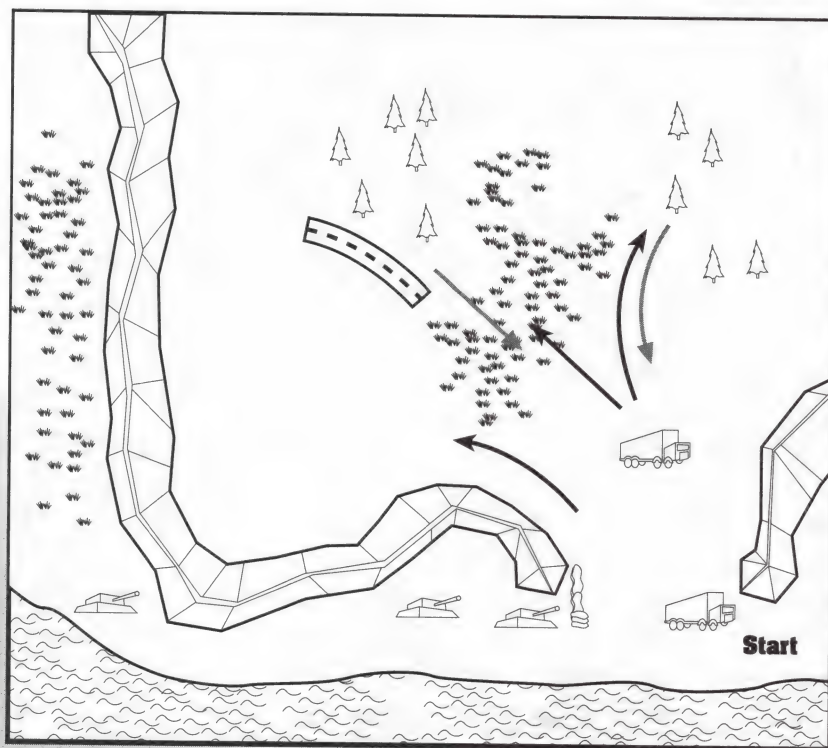
DIFFICULTY RATING: EASY

MISSION OBJECTIVE: ESTABLISH A BEACHHEAD ON A HOSTILE COAST BY BUILDING A BASE IN FACE OF ENEMY OPPOSITION.

STARTING FORCES: 2 HUMMERS, 10 MINIGUNNERS, MCY

TACTICAL OBJECTIVES

This introductory mission lets you practice setting up a base in the face of some rather symbolic enemy opposition. You'll learn to form a defensive perimeter, reconnoiter for enemy approach routes, and set up ambushes.



INTELLIGENCE BRIEFING

GDI battlefield terrains come in two varieties, summer and winter—this one's summer. Note that there's no difference to troop movement (pity—it would be fun to have vehicles spin on ice).

Your starting units arrive in little dribbles, a few minigunners or a Hummer at a time. Enemy opposition consists of dune buggies and minigunners. The three turrets along the shoreline are just window dressing so long as you don't move a unit within range (and you don't need to—GDI gunboats take out the turrets).

I found it possible to accomplish this mission without building any additional units. The money saved comes in very handy during the next mission.

STRATEGY

You start this mission in the southeast corner of the battlefield. Things are a little hairy right at the start because you only have four minigunners. The situation improves quickly from there. In the beginning, I suggest you try to keep your troops from being shot at, rather than employing offensive tactics. In other words, if any Nod minigunners come uncomfortably close, jump on them.



Most attacks come from the northwest; however, there'll be a sortie by the enemy along the coastline. Keep a couple of minigunners there. Arrange the rest in a tight defensive perimeter, protecting your base from the northwest. When the Hummers arrive, order at least one to go directly north of the base—minigunners try to slip by through the trees.

If you want to practice building a base, do so—add a power plant and a barracks. Remember to locate the barracks closest to the enemy, and situate it so your new soldiers have the shortest distance possible to walk before they take position. However, even if you erect those structures, try to refrain from making minigunners until you really need them. You face weak opposing forces, and as I said you don't need to spend the money.

Keep to your defensive positions until the Nod attacks peter out. When enemy troops approach, I suggest you try arranging your men so that they open fire from at least two directions at once. Note the longer reach of the Hummer's gun. You can also practice hunting infantry with your Hummer. That's definitely the way to take out a couple of Nod soldiers who hide in the trees west of your base till the bitter end (probably frozen with fright).

Remember to sell off all your buildings. I suggest you sell the construction yard the moment you build it—the extra four minigunners you gain should be more than enough to deal with any Nod threats.

MISSION 2—PAARVU, ESTONIA

DIFFICULTY RATING: EASY

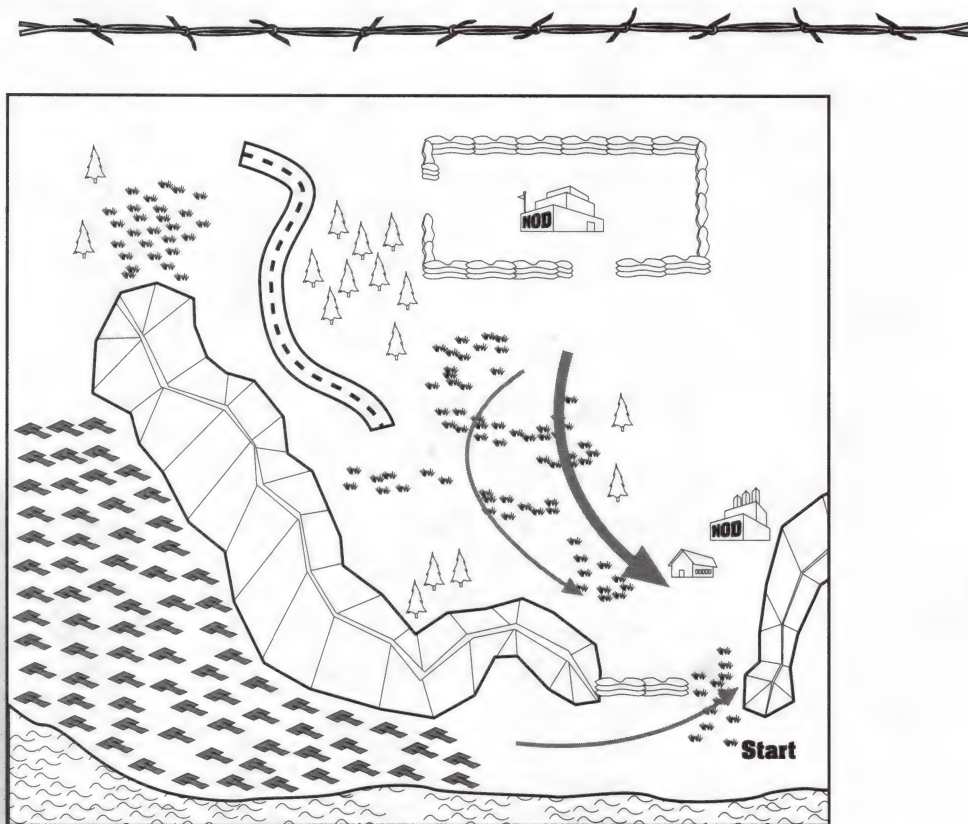
MISSION OBJECTIVE: DEFEND A GDI BASE, THEN REPAIR/BUILD IT UP ENOUGH TO DESTROY ALL NOD FORCES IN THE AREA.

STARTING FORCES: 3 HUMMERS, 8 MINIGUNNERS, 3 ENGINEERS

TACTICAL OBJECTIVES

This mission largely repeats the previous one, only this time the Nod base lies behind those trees to the north. This means you should also learn how to arrange your units into offensive and universal formations.

You'll also have more buildings to play around with this time, but space is limited. Again, a proper base plan requires some prior thought. When building the refinery, remember that your harvester should have free access to the tiberium field.



INTELLIGENCE REPORT



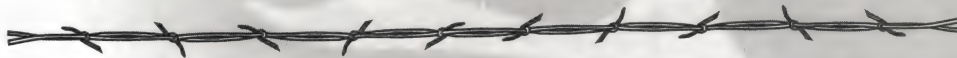
Although Nod kicks off by attacking your base, the enemy's forces in this mission are quite weak. You can complete this mission without producing extra minigunners—you'll get enough from the sale of your construction yard and barracks. You have all the engineers you need from the start.

If you succeed in locating the Nod harvester, you could be rewarded with an extra Hummer.

STRATEGY

You start this mission with the Nodniks attempting to make mincemeat of your soldiers. The only building left on the base is the bullet-riddled barracks. Your first step should be to repair it, thereby speeding minigunner production. Unless you are a very good commander I suspect you'll have to build some.

Fend off the Nod attack with the fewest possible losses. Then extend your defensive perimeter toward the road visible in the northwest—arrange your minigunners into an ambush for Nod troops marching down the road from their base in the northwest. Beware of Nod penetrations along the beach. I found it was best to station a damaged Hummer down there as a sentry.



Your other two Hummers also sustain damage, and it's wise to preserve them. I suggest you put them behind your infantry in a classic defensive setup. By doing this they open fire just before your minigunners do. Then wait for the Nods to expend part of their force in attacks—they'll march straight into your ambush. Keep an eye on the treeline to the north—infiltrate it with a couple of your gunners.

The arrival of a mobile construction yard rewards your initial success. Think before setting it up—space is limited! Remember, you do not have to locate your new buildings next to the existing barracks.

Assemble a force of a dozen minigunners for the assault on the Nod base—more if you don't feel confident. Rearrange your troops into a universal formation and move out.

Several Nod corpses later, you'll see the sandbags of the Nod base. Secure your flanks before you assault it—explore with your Hummers west until you expose enough of the map to act in safety. Try to finish off as many Nod gunners as you can with your Hummers without putting your vehicles at risk.

Nod forces should be thin by now. Sell your construction yard—you should get an extra engineer and four minigunners. Combine this group with your other units. Capture all enemy buildings except for a silo, then set up your troops in defensive position while two tiberium refineries pump credits into your account. (Of course you will have captured the Nod refinery, along with its harvester, if only feasible.) Make sure you also capture the Hand of Nod and the enemy construction yard.

Ideally, you should have left a couple of gunners guarding your base before your assault. If you did, I suggest that you move them out west before they take their positions. Doing so allows you to see approaching enemy forces in time to make extra units if needed.

After dispensing with the last Nod troops trying to relieve their base from the west, gather some tiberium credits—anything over 10,000 should be enough. This money provides a nice shot in the arm at the beginning of your next mission.



MISSION 3—JELGAVA, LATVIA

DIFFICULTY RATING: EASY TO MODERATE

MISSION OBJECTIVE: ELIMINATE NOD SAM SITES ALONG WITH THE REST OF THE NOD BASE. DISPENSE WITH ANY NOD UNITS YOU ENCOUNTER.

STARTING FORCES: 3 HUMMERS, 4 GRENADIERS, 4 MINIGUNNERS

TACTICAL OBJECTIVES

You finally get the famous GDI grenadiers. It's a moment for joy, because they are a fearsome unit. In this mission, you learn to use them against various targets—this is a versatile unit!



You'll also learn how to destroy Nod SAM sites. It's not as simple as it sounds; they're pretty tough.

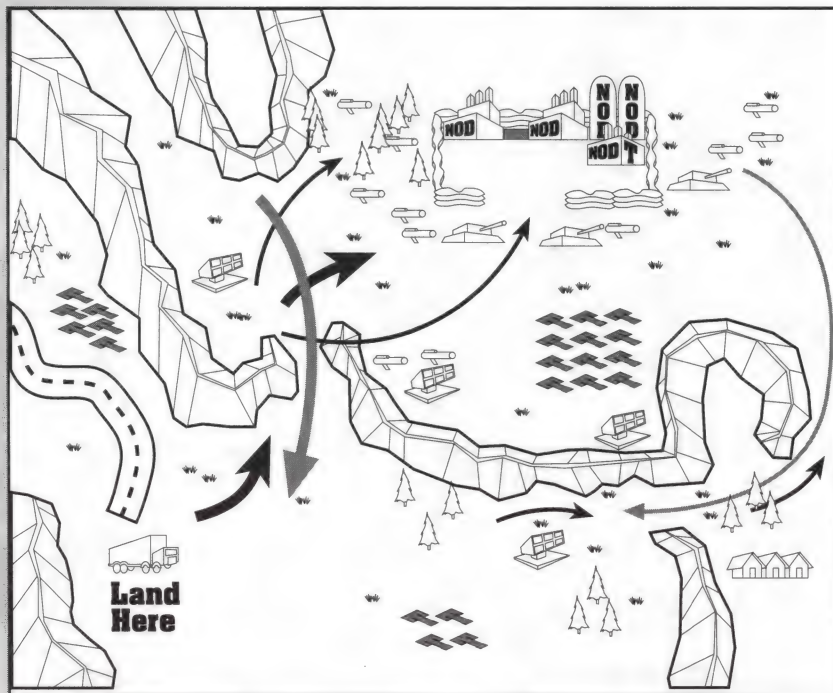
INTELLIGENCE BRIEFING

This is the Grenadier Mission. Learn to use them well, and I guarantee your grenadiers will snatch victory from the enemy in many seemingly impossible situations.

The Nods have new weaponry to match yours. Their infantry is bolstered by a new unit—the bazookaman. You'll quickly see how vulnerable bazookamen are to attacks by other infantry.

The Nod base sports new defenses in the shape of gun turrets. I recommend you don't even try to take them with your precious few vehicles—use those grenadiers.

Once you take out the SAM sites, you're rewarded with the option of ordering an air strike. Experience has taught me that you'll best help your cause if you direct it against larger groups of enemy infantry. Failing that, I suggest you try to destroy part of the enemy base. Also, it does no good to capture enemy buildings this mission—Level 4 consists of special missions, in which you don't have any funds.





STRATEGY

The start of this mission finds your forces in the southwestern corner of the battlefield. There's plenty of tiberium, so deploy your MCY right away. Follow the power plant with barracks, then build the refinery. I've found that it's good to have the option of producing extra infantry when you are pressed.

And pressed you'll be, for the Nods are significantly more aggressive in this mission than in previous ones. You'll have hardly set up your construction yard before the first of many enemy attacks swoops down from the northeast. Make sure you build a firm defensive perimeter on that front. You'll see right away why your grenadiers are C&C's best infantry.

Build more grenadiers and send them toward the most irritating SAM site—the one west of your base. Until you destroy it, you'll have to deal with active Nod presence in that area. The SAM site is defended by a group of mixed infantry—minigunners and bazookamen. You can easily take out this group with grenadiers alone, but you might want to include minigunners in your setup to see how the two work together. Avoid sending vehicles on missions other than recon at this stage—and keep a close eye on them too, because the countryside is crawling with Nod bazookas. While surprisingly impotent when used against infantry, the bazooka is a Hummer killer.



Your reconnaissance will reveal a line of cliffs to the north, with a convenient gap not far from your base. There are two more SAM sites just behind the eastern cliff lip—attack them with your grenadiers from the south. This is a valuable lesson in discovering just how far a grenadier can throw.

You'll find the fourth SAM site some distance away from the gap in the cliffs. It's not far from the Nod base, and assaulting it means opening yourself to a Nod counterattack. Do not send your infantry crawling through tiberium in an attempt to get at this site—it'll severely weaken your guys. Instead, I recommend you combine your attack on the SAM site with an ambush against the Nod forces that emerge from the base.

Once the last of the SAMs are gone, you'll get the promised air strike. Try it out by all means, but then hold off on the next one until you're ready to attack the Nod base—air strikes take a long time coming.

You should have considerable forces by now. Use your Hummers to harass the Nod harvester whenever it appears; with luck, the tenth time around your Hummers will destroy it. Your attacks could bring successive waves of Nod infantry racing out of their base, plus a couple of dune buggies. They should all run into your well-prepared ambush and die without too much fuss. You have several nice spots to place an ambush, too—just keep an eye on the routes the Nod soldiers take, and remember to



place your men beyond turret range. Finally, when the stream of suicidal Nod recruits slows down to a feeble trickle, launch your assault on the Nod base. First, order the air strike—it may take out a turret, helping you in your assault. Then move in.

Use a squad of grenadiers on each turret while protecting them with a third squad. You should have a number of roving minigunners you can direct at Nod soldiers. Remember, though, that grenades are area-effect weapons: If you're not careful your minigunners will suffer from nearby blasts.

You can adopt an entirely different approach by launching your attack from the base's western side, blasting a hole in the sandbags with your grenadiers. If you put your soldiers right next to the sandbag barrier, Nod bazookamen could obligingly make a hole for you—it'll cost one wounded soldier.

In my estimation, the second method is the easier of the two. Once you're in the base you can destroy or capture Nod buildings: If you have enough grenadiers to tackle the turrets, you certainly have enough to deal with Nod kamikaze pouring out of the Hand. The turrets are next to useless against infantry, so your soldiers can ravage the base practically unchecked. Should you decide to try and capture Nod buildings right then and there, remember that the engineer is a flimsy unit. Distract enemy fire with a decoy target.

It's also possible to go after the Nod base before destroying the westernmost SAM site—the air strike doesn't much affect your chances of success.

MISSION 4A—GDANSK, POLAND

DIFFICULTY RATING: MODERATE TO DIFFICULT—THE SECOND MOST DIFFICULT LEVEL 4 MISSION

MISSION OBJECTIVE: RECOVER STOLEN GDI PROPERTY FROM NOD

FORCES: 2 APCs, 1 HUMMER, 4 GRENADIERS, 4 MINIGUNNERS

TACTICAL OBJECTIVES

This mission provides a crash course in handling APCs to their best advantage. You'll also have to master the skill of moving vehicles in formation so that they support each other.

Your ability to evaluate firing and throwing ranges will also be tested. The previous mission showed you what grenadiers are capable of. Here they display their talents dramatically, in my opinion nearly stealing the show from the APCs.

Using APCs and grenadiers properly is essential to accomplishing this mission. But once you've fulfilled that requirement everything becomes rather easy.



INTELLIGENCE REPORT

The APC is among the best weapons in the GDI arsenal. Use it well, and it's worth ten Hummers. Its maneuverability makes it your best vehicle for squashing infantry, particularly slow bazookamen. 

The terrain in this mission is ideal for a flashy victory over much stronger forces.

STRATEGY

At the start, your infantry is clustered behind your vehicles in the southeastern corner of the battlefield. The Nods attack immediately with two buggies, followed by several bazookamen. Throw everything you have at the buggies, but pull back your APCs the moment bazookamen appear. The enemy is easy meat if you rush them with your grenadiers.

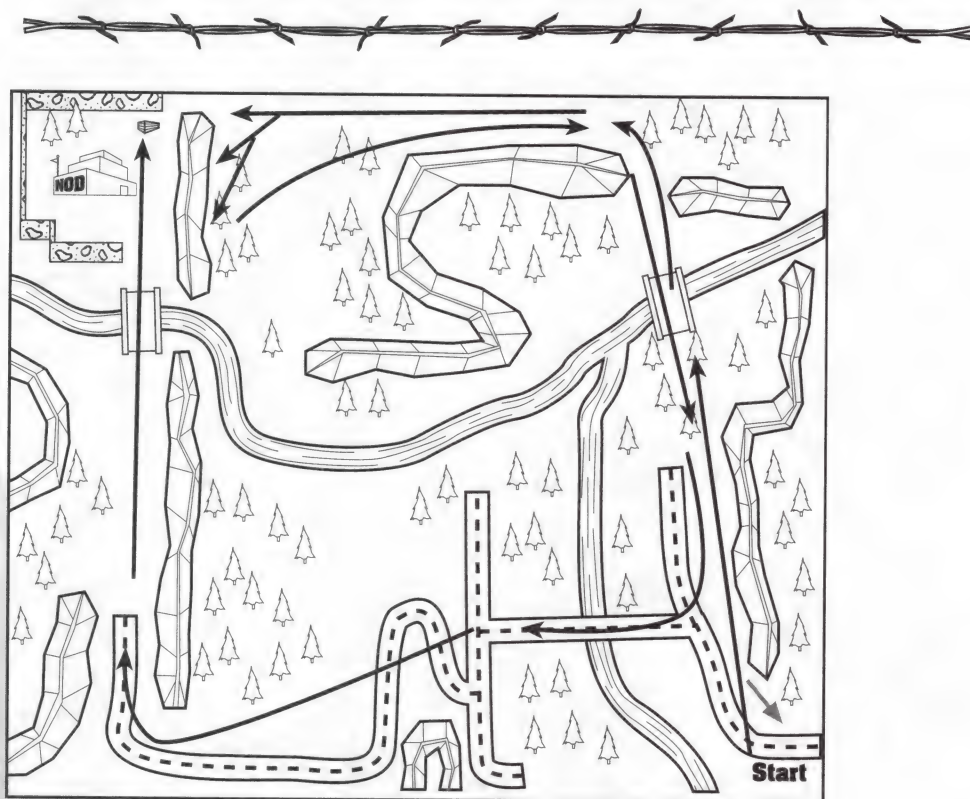
Load your infantry onto APCs the moment you win this first battle. You may find it easiest to put gunners in one vehicle, grenadiers in the other, and mark the APCs with numbers by using the **[Ctrl]** and **[Alt]** keys. Then move your forces out in a tight formation, the Hummer leading, APCs following right behind and to the sides. You want the maximum benefit the APC's good sighting range provides.

The road curves north. You should follow it as far as it goes, right across the river. You'll encounter solitary bazookamen along the way, but they'll just have time for a single shot at the Hummer before they die. Cross the river and drive to the northern edge of the battlefield map, then turn west.

At this point, I suggest you consider unloading a healthy minigunner, placing him on lookout in the tiberium field to the west. More lonely bazookamen are traipsing through the tiberium, fixated on the APCs on the far edge of the field. They'll be quite weak from walking through this murderous stuff, and your minigunner will dispose of both with a single burst.

Let your brave gunner lead the way through the tiberium; follow with your vehicle. You'll find yourself on the edge of a cliff overlooking the Nod base. Move the APC to the edge of the cliff to get a picture of the situation (you'll see the crate you're supposed to steal back).

The moment that follows is one of glory for your grenadiers. Juggle them, and one APC, along the northern part of the cliff. You should be able to get all four grenadiers and the APC working on the Hand of Nod. From time to time, a bazookaman will appear to take potshots at your northernmost grenadier. Ignore him—all bazookas will die from the grenade blasts before they can spoil your plans.



Eventually, the Hand of Nod will fall. Nod troops will rush into the gap, and you may have to revise your positions on the clifftop to continue inflicting maximum damage with minimum losses. Along the cliff's edge, your APC should be able to pick off several enemy minigunners without getting blown up by the bazookamen, who in turn can be taken care of by the grenadiers. Occasionally, you may be even able to destroy the single Nod tank with grenades from the top of the cliff!

Throughout all this, the second APC and your minigunners should protect your forces from the rear. Some Nod forces might appear on the scene, but none of them will be a match for this protective screen.

After inflicting maximum possible damage on the Nod forces, I suggest you load your APCs again and set out on your journey to the Nod base. Keep your vehicles close together and go as fast as you can. Keep one APC healthy for the final reckoning.

Having retraced your steps along the road you took to the north, turn west at the river ford. Keep going west nearly as far as you can, then turn north. You will find yourself on the southern approach to the Nod base. The weak Nod forces inside won't be able to prevent your snatching the crate with your healthier APC, especially if you mount an organized attack.

Note that if you lose all your units, a fourth APC with four grenadiers becomes available.

**MISSION 4B—BIALYSTOK, POLAND**

DIFFICULTY RATING: EASY TO MODERATE—THE RECOMMENDED LEVEL 4 MISSION.

MISSION OBJECTIVE: SAVE THE TOWN FROM THE NODS—GET THERE FIRST, THEN ELIMINATE ALL NODNIKS IN THE AREA.

FORCES: 2 APCs, 1 HUMMER, 4 GRENADIERS, 4 MINIGUNNERS

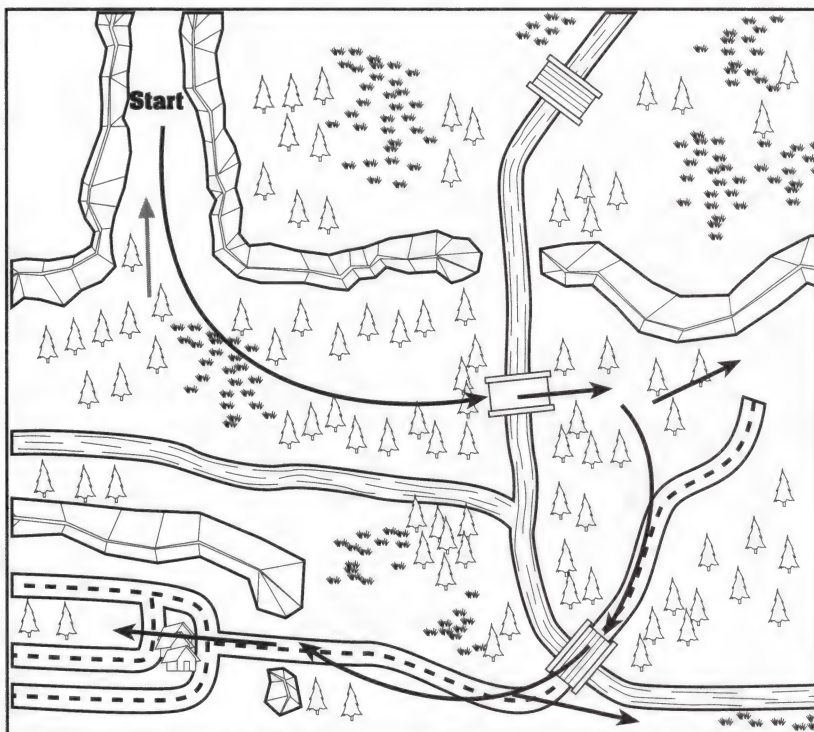
TACTICAL OBJECTIVES

Same as in Mission 4a—learn to use APCs and infantry, coordinate vehicle movement, and so on.

INTELLIGENCE REPORT

Our Russian maps refer to this Polish town as Byelistok, but otherwise they are accurate. The terrain is quite densely wooded, and Nod forces are scattered over a wide area. You should have a fairly easy run into the town.

Once there, you have practically accomplished your mission.





STRATEGY

You start this mission in the proverbial middle of nowhere, with a valley visible to the south. In case you miss this hint, civilians will appear from that direction—running from a bunch of no-goodnik Nodniks. Get your infantry in an offensive formation and attack. Follow up with your vehicles once all the Nods are busy shooting at something. You should be able to finish the enemy off in short order.

Keep going south until the valley dissolves into a plain, then turn east. Continuing east, you'll come to a ford. Cross the river and immediately turn south. Keep leading with your infantry—if you're a good infantry leader, you can risk a grenadier walking point, as he moves faster.

You'll see a bridge and a mass of Nodniks at approximately the same time. If you move fast, you'll catch the enemy soldiers as they file over the bridge—this presents extra-nice targets for your guns and grenades. Cross the bridge and keep going west until you come to the town of Bialystok. Once you've made sure there are no civilians getting shot, patrol until you've destroyed remaining Nod forces. It'll be rather like hunting—the Nods will be weak at this point.

MISSION 4C—BOBYRUSK, BYELORUSSIA

DIFFICULTY RATING: DIFFICULT—THE MOST CHALLENGING CHOICE OF THE THREE LEVEL 4 MISSIONS

MISSION OBJECTIVE: SAME AS MISSION 4A—STEAL BACK STOLEN GDI PROPERTY.

FORCES: 2 APCs, 1 HUMMER, 4 GRENADIERS, 4 MINIGUNNERS

TACTICAL OBJECTIVES

This mission will really test your skill at ordering your troops and assigning them combat objectives. Proper use of vehicles and infantry is essential, as is speed. A successful infantry assault on Nod armor is essential to accomplish this mission.

INTELLIGENCE REPORT

You are faced with a difficult task—Nod forces in the area are strong. Furthermore, the route into the Nod base is made for defense, with plenty of spots for ambushes. Curving valleys and dense woods make maneuvers difficult.

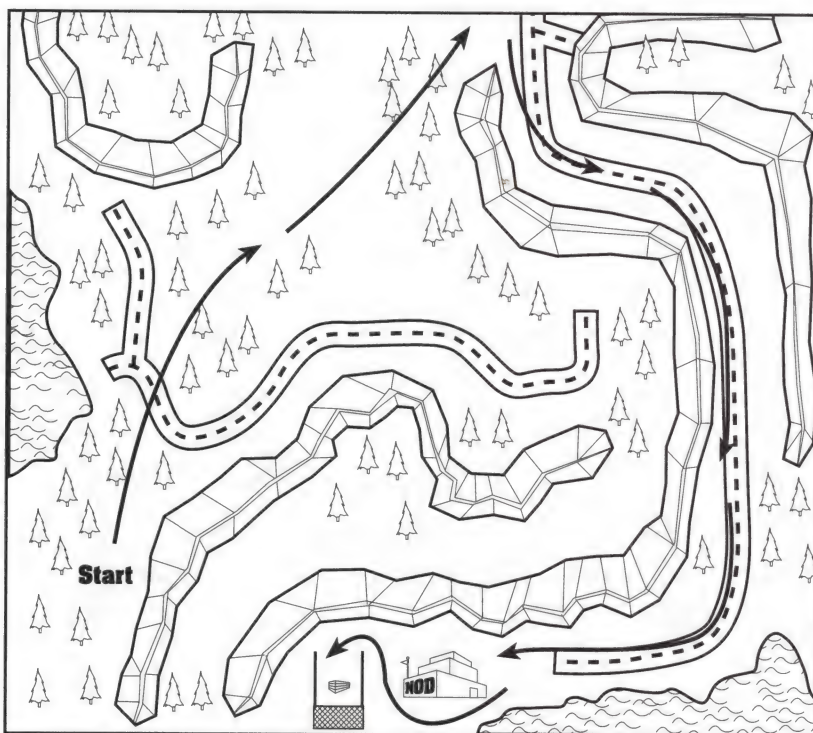
I recommend you consider going for your objective with all speed instead of fighting it out with the troops en route.

STRATEGY

Your forces start out in the southwestern corner of the battlefield. Instantly you must deal with an attack by two dune buggies and bazookamen. Kill everything and everyone, load your troops onto the APCs using the method described in Mission 4a, and set out in a tight formation. As in Mission 4a, you should take maximum advantage of the APC's sighting range. But remember to place the Hummer just ahead to draw enemy fire.

You'll have to go right up to the northern edge of the battle map where a brisk firefight with Nod minigunners will take place. Turn east, and brace yourself for a long, winding run down a valley studded with bazookamen. More of them wait on surrounding clifftops. Lead with the Hummer, for as long as it lasts anyway, with APCs following hard behind and squashing enemy soldiers.

Once again, you must cross the whole battlefield, this time north to south. The turnoff to the west will be marked by the appearance of a Bradley tank. Unload your grenadiers and conduct a regular assault on the tank. Keep your vehicles and minigunners to the rear, where they will engage any pursuing Nod infantry.





The Nod tank tends to retreat timidly toward its base instead of squashing your grenadiers. I've found that you can speed things up slightly by letting an APC join in the attack. After the light tank finally blows up, hurry—load your infantry back onto the vehicles. You probably won't have your Hummer by then. If you do, put it in front; if not, then the less-healthy APC.

A herd of Nodniks standing in front of the Hand partially blocks the way to the crate. Your goal is to rush them with your vehicles, if you've still got them. If you're too weak—engage some of the Nodniks while you rush a unit along the shore to the southern edge. Once you've reached the southern edge, turn west and you'll hit the crate. It isn't necessary to actually move your unit into the enclosure—the mission's accomplished the moment you get within two map squares of the crate—presumably, the Nods throw up hands in disgust.

If you lose all your units without reaching the Nod base, or are close to it but weakening rapidly, you may receive an extra APC with four grenadiers. Move it quickly, because a Nod helicopter is already ferrying troops to check out the new intruder. Simply go for the Nod base at top speed. You may find yourself passing by enemy soldiers unmolested—as long as you don't fire first. You have a very good chance of accomplishing your mission with this extra strike force, as long as you don't linger to fight on the way.

MISSION 5A—HANNOVER, GERMANY;

MISSION 5C—MANO-FRANKOVSK, UKRAINE;

MISSION 5D—MANO-FRANKOVSK, UKRAINE

NOTE: THESE MISSIONS ARE IDENTICAL. MISSION 5A IS AN OPTION IF YOU CHOSE MISSION 4A OR 4B ON THE PREVIOUS LEVEL. MISSIONS 5C AND 5D ARE OPTIONS IF YOU CHOSE MISSION 4C.

DIFFICULTY RATING: MODERATE TO DIFFICULT—THESE MISSIONS ARE RECOMMENDED AS EASIER THAN MISSION 5B.

MISSION OBJECTIVE: FIND A GDI BASE UNDER ATTACK, PUT IT IN ORDER, AND USE IT AS A SPRINGBOARD TO ELIMINATE ALL NOD FORCES IN THE AREA.

STARTING FORCES: 2 MEDIUM TANKS, 1 APC, 4 GRENADIERS, 4 MINIGUNNERS

TACTICAL OBJECTIVES

This is your most complex mission to date. You will coordinate large troop and vehicle movements. You must also undertake several local tactical operations before you can even think about assaulting the enemy base.



You can produce light vehicles for the first time. I've found the APCs to be invaluable for a quick victory, but so are the grenadiers. Don't neglect your infantry!

Take extra care to preserve the two medium tanks you receive at the beginning for as long as possible. I think you'll find they'll grant you a decisive advantage.

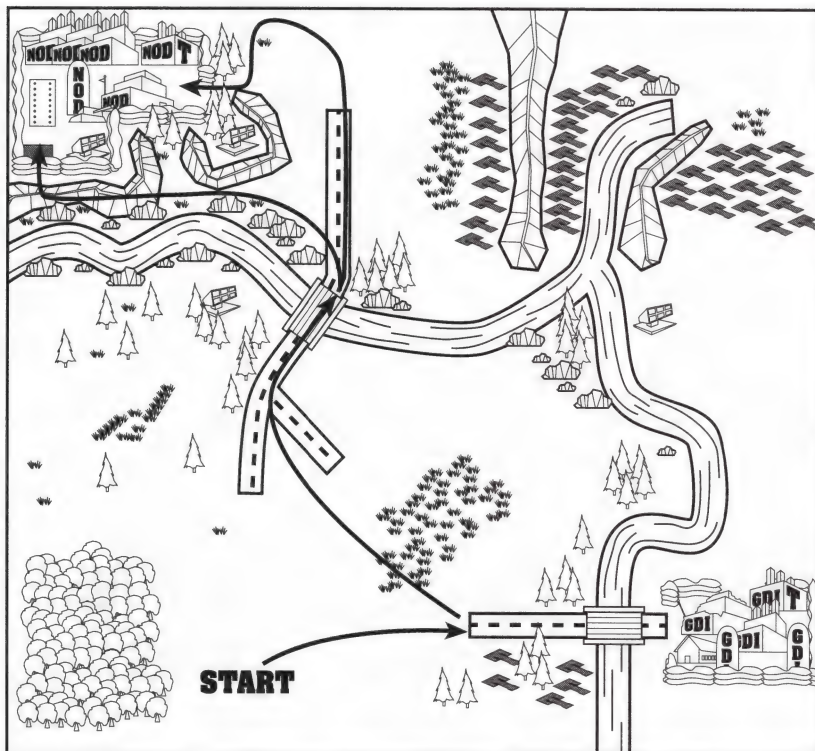
INTELLIGENCE REPORT

Your forces include the Abrams tank. Its cannon has a longer range than any of your other weapons to date. Use it wisely.

The previous mission should have shown you what the APC is capable of. I recommend you seriously consider mounting an engineer raid on the enemy base. Because the Nod construction yard is open to an attack from the south, you can ensure no Nod structures are rebuilt; the tiberium refinery is conveniently located right by the base entrance.

STRATEGY

Your relief force is deployed in the southwestern corner of the battle map. Rearrange your units into a universal formation and strike out east. You must deal with enemy infantry including bazookamen, dune buggies, and a light tank; protect your tanks





at all costs. Upon encountering the enemy, re-form into a defensive formation and execute an infantry attack supported by light vehicles. Move in your tanks only when all Nods have selected their targets.

You'll find the GDI base in the southeastern corner of the map. Keep going east, cross the bridge—it provides a good defense point in the early stages—and you're home. Repair and renovate the base while establishing a defensive perimeter. Be sure to protect your base from the north as well as west.

Your first task is to equip a swift and sinewy striking force without depriving your base of sufficient protection. Build a couple of APCs and a Hummer or two if you can afford it. Make sure you have about a dozen grenadiers in addition to minigunners—that should provide you with both storm troopers for an APC and infantry for base defense.

It goes without saying you've successfully fended off a couple of Nod incursions through the base renovation period and the construction work. Now it's time to go on the offensive.

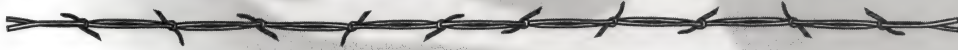
The quickest access to the Nod base is across a bridge spanning a river to the south. This area is fairly jealously guarded. You must flush it clean of the enemy before you can execute the rest of your winning strategy. Arrange your troops carefully in an ambush south of the bridge. Again, make sure your tanks get to use their cannon on enemy armor without getting shot at. I've found that this is not as difficult as it sounds. Remember that enemy vehicles tend to regard the minigunner as the gravest of threats.



During this fracas, you again have the opportunity to note how well the grenadiers perform against both infantry and vehicles. As soon as you've won (of course), probe north of the bridge. Avoid fire fights with the Nods; reconnoiter west along the cliff, beyond which you see the Nod base sandbags. The APC will perform particularly well with its good sighting range. It will also help you spot the enemy construction yard. Remember to send a Hummer to the end of the river's northern shore—there's a crate there worth 2,000 credits.

As soon as the situation allows it, attack the Nod construction yard with your tanks supported by Hummers. Hordes of Nodniks will come racing out of their base—be sure you lay a nice ambush for them as they round the base of the cliff. If you've managed to produce a couple of engineers in the meantime, and are good at operating the APC, you can consider going in for an engineer assault right then and there. If not, pull back after destroying the Nod yard (and maybe the neighboring SAM site, if circumstances permit).

You should try to maintain a comfortable bridgehead north of the river, but not at all costs. If your forces feel thin, I suggest you pull back south of the bridge and destroy any Nods attempting to cross. Throw a couple of aggressive patrols northward



along the eastern edge of the map, trying to eliminate all Nod forces in the area only if that doesn't mean high casualties. Finally, when you've got your engineers ready, in addition to any new units needed to replace those lost, attack via the bridge in force. You should have no difficulty re-establishing a bridgehead—I've found that the Abrams can do wonderful work from the southern bank of the river.

At this point, your engineer-laden APC should be ready to strike. Let a Hummer lead the way into the enemy base. If you can organize an assault on the turrets in front of the entrance just prior to the APC strike, that's great.

Even if all the forces you've mustered can't hold the bridgehead, they should manage long enough for you to execute the engineer raid on the Nod refinery. Sell it instantly. At this point, you've effectively won the battle; all that remains is a steady war of attrition. Don't worry about ending credits. The next mission reduces your account to zero.

Once you've sold the refinery, the Nods are crippled. You may now take out the SAM sites and receive air support. Or you can continue waging a war of attrition until the Nods run out of money. Feel free to experiment with various tactics and approaches. In fact, I suggest you do. As long as you don't make a colossal blunder, you've already accomplished this mission.

MISSION 5B—DRESDEN, GERMANY

NOTE: THIS MISSION IS AN OPTION ONLY IF YOU CHOSE MISSION 4A OR MISSION 4B ON THE PREVIOUS LEVEL.

DIFFICULTY RATING: DIFFICULT—THE TERRAIN IS MORE CHALLENGING THAN IN MISSIONS 5A, 5C, OR 5D.

MISSION OBJECTIVE: SAME AS IN 5A, 5C, AND 5D—FIND THE DAMAGED GDI BASE AND USE IT TO DESTROY THE NODS.

STARTING FORCES: 2 MEDIUM TANKS, 1 APC, 2 HUMMERS, 4 GRENADIERS, 4 MINIGUNNERS.

TACTICAL OBJECTIVES

Identical to the above-noted level 5 missions. The terrain, however, is more challenging. You must move your forces over longer distances in a cohesive manner, and then position them correctly in the middle of no-man's-land—not as easy as you might think.

INTELLIGENCE BRIEFING

Nod expects you, and you may encounter strong opposition before you even reach your base. The terrain in this mission is somewhat unfavorable—you'll have to defend your base from both east and west. After you've successfully consolidated

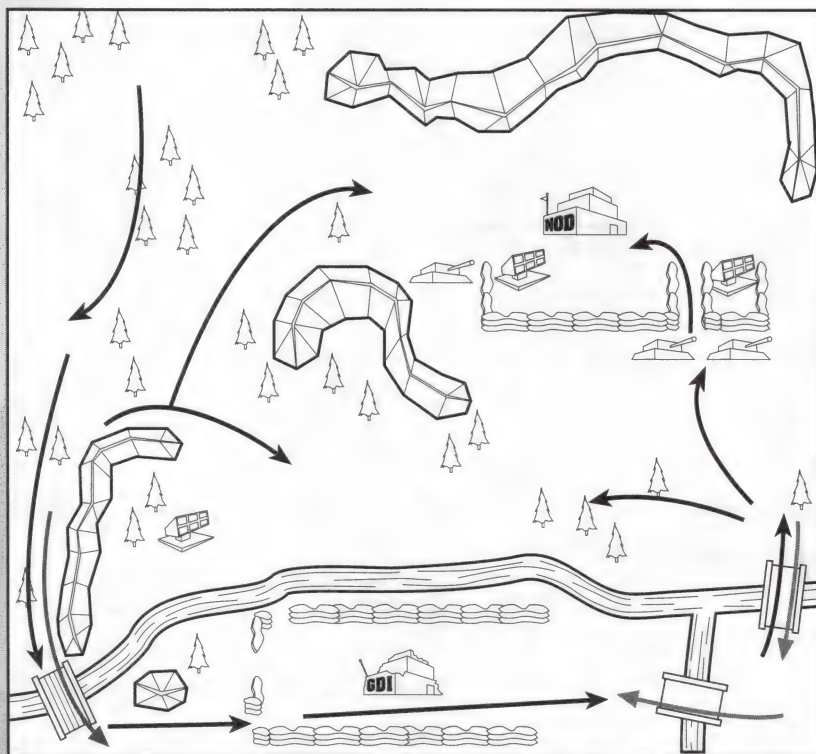


your base defenses, you'll still face very strong Nod resistance—watch out for Nod attacks on your base just as you're attacking theirs!

Preserve your armor. It's very useful throughout this mission.

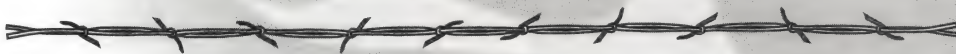
STRATEGY

You begin this mission in the northwestern corner of the battle map. I recommend you immediately arrange your units into a defensive position; the Nods are already on the march in your direction. Start moving southwest the moment your units are in position. The defensive formation is not made for quick marches, and your progress will be slow, but I guarantee you will be grateful for the benefits of the defensive formation when you encounter the first wave of Nods. This attack may be followed shortly thereafter by another just a bit farther south.



Keep going south. You'll come to a bridge. Cross it, turn east, and there's your base. It's not a great sight!

Your first step should be to consolidate your base defenses. Rush part of your forces to the eastern base entrance, keeping the rest in the west, and immediately



start building grenadiers and light vehicles. Repair your base buildings—some are pretty shaky.

Expect repeated Nod attacks on the western flank; they'll never be very strong. Keep some infantry there and maybe a damaged vehicle. I recommend that you concentrate on building up your eastern flank to the point where you can initiate offensive action.

Your first step should be to secure the tiberium field to the west and across the river. You'll see Nod infantry congregating near the river crossing. A couple of shells from your Abrams should provoke them to advance into your ambush. Note that crawling soldiers may move slowly, but they take fewer hits—it may take quite a fire fight to get rid of the Nod soldiers.

Advance across the river and immediately turn north to establish a defensive position behind yet another river crossing. You may have to fend off several Nod counterattacks to keep your new positions and the tiberium field they secure. Beef up your extended defenses with a few grenadiers. That done, you should consider building a few vehicles. It's a long way to the Nod base, and a mobile force will come in very useful.

At this stage, I suggest that you thoroughly reconnoiter the whole battlefield. You'll see the Nod base. Note that you can approach it from the west, taking a route similar to that of Nod soldiers who keep appearing west of your base. It's up to you whether to attack the Nods from both flanks or concentrate on the push from the south near the eastern edge of the battlefield. Your troops have a long way to travel, so logistics make the latter approach an easier choice, even though the Nod base is strongly defended from the south.

While you build up your forces for the final assault, continue whittling away at the Nod forces. Use your Hummers to snipe at enemy infantry—remember that a bazookaman costs 300 credits to make, and if your 400-credit Hummer can take three of those before being destroyed, that's fair dinkum.

Make sure you have at least three squads of grenadiers and two APCs carrying engineers ready to attack. Your objective is to capture the Nod construction yard and refinery. Once you've done that, you've won.

Begin proceedings with a feint on the western flank. Make sure your forces there are good enough to score a minor victory—one that will bring other Nods running to assist their comrades. If they take a long time, lob a grenade onto the Nod sandbags.

Depending on the strength of your forces, you can ambush the Nod relief teams with your main force, or sit mum till they've gone. Begin your assault on the Nod base with your grenadiers attacking the turrets. Your medium tanks, which I trust you've carefully preserved till now, will take out any Nod vehicles.





If you don't have these tanks, you'll be forced to build more Hummers and APCs than is good for you. Use a third squad of grenadiers to deal with the first wave of Nod infantry, then shuffle them to the side and begin your raid. Race in with a Hummer, the APCs closely behind. Try to squash as many Nod infantrymen as possible on your way in (you should get a few without even trying).

You will instantly spot the buildings you want thanks to the APC's sighting range. Get the Nod yard first, refinery second, and it's all over.

MISSION 6

DIFFICULTY RATING: VERY DIFFICULT (IF YOU CHEAT WITH REPEATED SAVES, IT'S JUST DIFFICULT.)

MISSION OBJECTIVE: FIND THE NOD BASE AND BLOW UP THE AIRSTRIP.

FORCES: 1 COMMANDO

TACTICAL OBJECTIVES

In this mission, you learn how effective a single soldier can be if he's trained well, and armed with a good weapon.

INTELLIGENCE REPORT

You must prevent Nod forces in the area from getting reinforcements to build up their base. You achieve this by blowing up the Nod airstrip.

Selecting any other building as a target results in your challenging Nod in the Czech Republic all over again, this time with a larger force. If you destroy the airstrip, you jump the second Czech mission and arrive at Level 8.

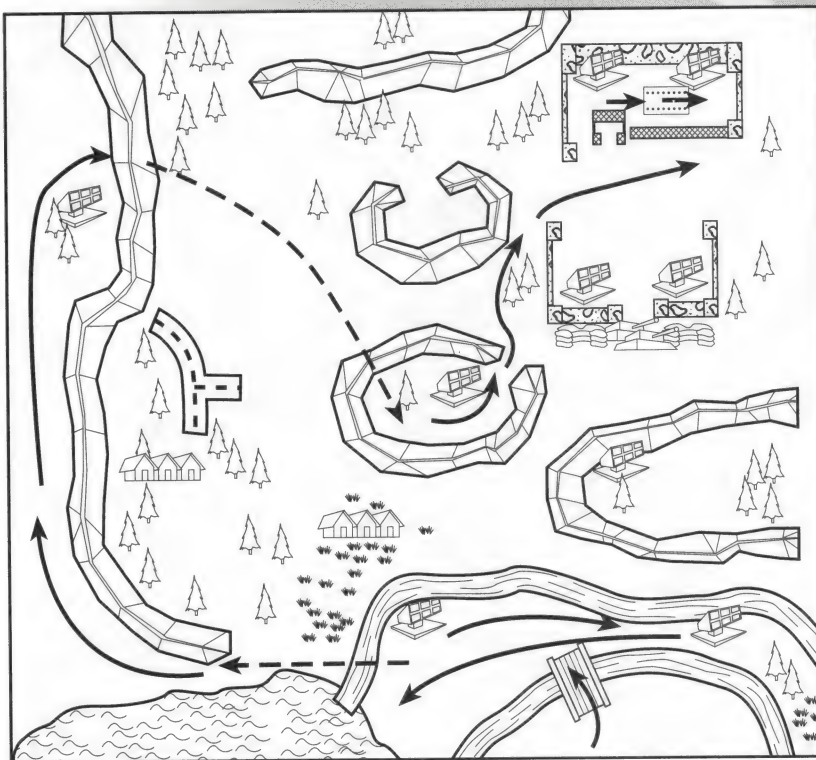
Once you make an area safe for landing (by destroying Nod SAM sites), you receive a transport chopper.

The terrain is very difficult. You'll be forced to load and unload your commando just to scout the area. Good timing is essential to your success, as is the ability to correctly judge sighting and firing ranges.

STRATEGY

When this mission begins, your single commando proudly arrives by boat in the southeastern corner of the battlefield. Move on across the bridge you see, shooting a couple of minigunners along the way. The commando's weapon has awesome range and he never misses.

Your commando is on an island. A couple of soldiers lurk in the trees; take them out. Now destroy the two SAM sites to secure the arrival of a transport chopper—this is where it gets tricky. Soldiers emerging from the destroyed SAM site put your



commando at risk. You can't turn him around (by right-clicking with your mouse, *X-COM* style), so the commando always has his back to the explosion, giving the Nod gunners a chance to get a burst in. Maximize his chances by carefully selecting the direction from which he approaches the site. Your commando tends to go in and out by the same route, so I suggest you have him approach the site along the route offering most tree cover.

You can also hold your cursor on the site, closer to the commando, and click the moment it changes into a gunsight. Remember that it's the nearest minigunner that does the damage.

After you've disposed of the sites, your helicopter should arrive. Load your commando and hop west and slightly north, as far along the northern shore of the river as you can. A landing spot should be there. Unload your commando and move him west, then north; there won't be any Nods around. Continue north, and shoot the bazookamen that come into sight, as well as the Nod down in the valley to the east. I've found that this can bring a bazookaman out of his cover.



You should have moved your chopper a little to the west as soon as the commando made sure there were no Nods in that part of the battlefield. Now move the chopper north slightly, but not too far—certainly not past the spot from which your commando shot the guy in the valley. A hidden SAM site lies a little to the north.

Use the commando to destroy the SAM site after making sure there are no Nods around. Then walk him along the edge of a cliff—his sighting range will give you a picture of where you're at. There's a cliff visible to the east, and that's the cliff your commando wants.

The tricky thing is that there is no visible landing spot on that cliff. I've found it best to land the chopper at the foot of the cliff, right at its southwestern corner. Your chopper gets a short sighting range the moment it touches down, just big enough to clear a landing spot on the edge of the cliff above. Hop onto that spot immediately, even if you've timed your moves faultlessly (make sure a dune buggy passes by and disappears before your takeoff!). The place is crawling with Nods.

A bazookaman comes to investigate, so unload your commando fast. Destroy SAM site number four, located a little to the east. Reconnoiter carefully with your commando to get your bearings; you'll see the Nod base to the northeast.

You find yet another cliff to the north, and you must repeat the takeoff-touch-down-takeoff-touchdown procedure before you're through. There are lots of bazookamen around, so time things right. Don't delay too long, though—sooner or later, your units will attract unwanted attention.

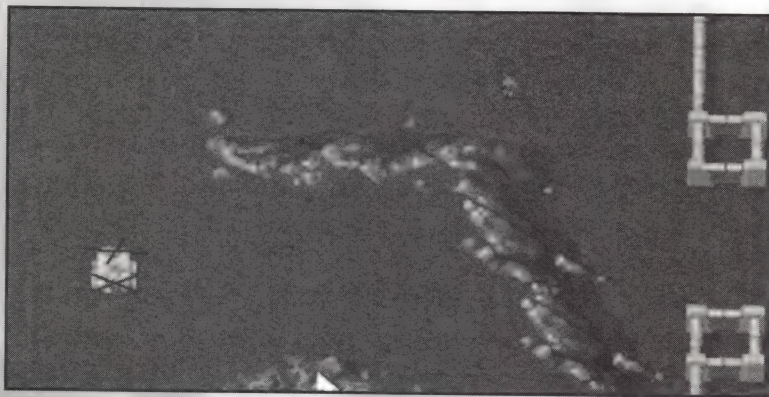


Fig 3.1. Do not let the helicopter land too close to the cliff's edge—let the commando's superior sight range explore the terrain.

Having arrived on the northernmost cliff, move fast. Order your commando to shoot his way through to the Nod base. A lone minigunner stands inside a fence enclosure to the northeast—shoot him and run your commando north. A horde of



flamethrower Nods approach from the south—the first time you encounter them in the GDI career—and they'll fry your guy if you don't make him run. Have him go north, turn east at the barrier, and then run right to the eastern edge, where the airstrip is.

It doesn't matter if your commando dies at the end of this mission. As long as the airstrip goes up, everything's well, though your score will be poorer.

MISSION 7—OSTRAVA, CZECH REPUBLIC

DIFFICULTY RATING: MODERATE

MISSION OBJECTIVE: YOU FUTZED LAST MISSION'S OBJECTIVE, SO NOW YOU HAVE TO WIPE OUT A LOT OF ASSORTED NODS ALONG WITH THEIR BIG BASE.

STARTING FORCES: 2 MEDIUM TANKS, 1 HUMMER, 2 GRENADIERS, 4 MINIGUNNERS, MCY

TACTICAL OBJECTIVES

You face determined, but undergunned, opposition. This mission tests your skills as base builder and defender, though not too severely, along with your ability to build and command a mobile force. In short, you encounter nothing really new, but because you blew up the wrong building last time around, it's time for a refresher course.

As in some previous missions, it will be important to use your grenadiers well. However, this time around they face a new danger in the form of Nod flamethrowers. You must use numerous light vehicles to provide good cover for your grenadier units. The APCs with their ability to squash troops at short notice will prove handy.

INTELLIGENCE REPORT

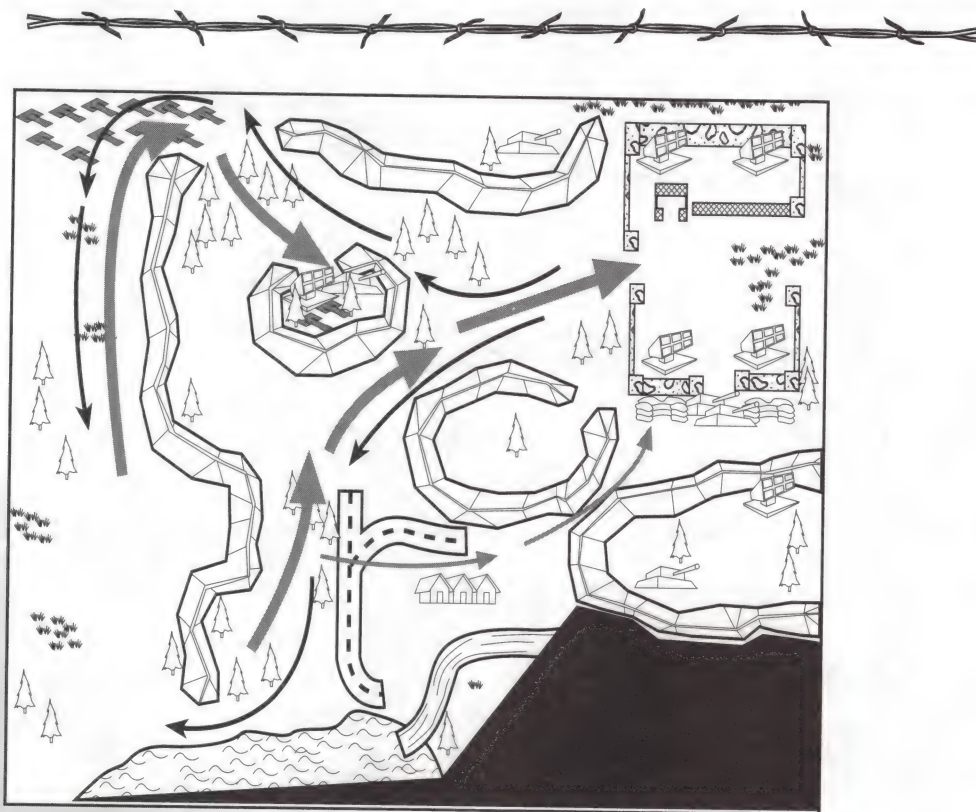
Nod has managed to build a large base complete with an airstrip. This means you will face a fairly strong mobile force, and encounter a new Nod weapon—recon bikes.

Nod's new weaponry is matched by giving you the ability to produce tanks for the first time. These prove to be very necessary because the Nod nest is well defended—in effect, it is two bases in one.

In this mission, you can build a communications center. However, I don't think it's necessary; you're better off spending the credits on weaponry.

STRATEGY

When this mission begins, your troops land on a beach in the southwestern corner of the map. The Nod base is in the opposite, northeastern corner. It will seem very close judging by the speed and frequency of initial Nod attacks. These include a mini-review of the new Nod weaponry—you'll have to deal with flamethrower infantry and recon bikes. I've found that the computer doesn't use the latter to their advantage; you'll find them relatively easy kills.



After you fend off the first Nods, your MCY arrives. Set up your base and kick off production by making some badly needed extra grenadiers. Your base is very defensible, and you should have no problem keeping the Nods at bay. Watch out for repeated attacks from the north—set up a nice killing field to protect your base. Nod infantry likes to try sneak attacks along the shore. I recommend you place a vehicle there.

Your first offensive task is to reconnoiter aggressively, clearing the field of Nod units. I suggest you set up an ambush just outside your defensive perimeter, and lead pursuing Nods right into its killing zone. You'll see at this point that Nod resistance isn't very strong in spite of all this weaponry.

Move out your perimeter to the point where you control the battlefield's southwest quarter. Then go after the two northernmost Nod turrets. Create strike teams composed of grenadiers with an APC and a Hummer—the vehicles are there to protect grenadiers from Nod infantry and light vehicles.

You should also create an armored strike force you can throw at mobile Nods. Three healthy Abrams tanks are enough, but make sure they're always close to potential trouble spots—they're slow.

The destruction of the two turrets—one overlooking the center map, and one in the extreme north—gives you control over most of the battlefield. At this point, you



can choose from several strategic options. I've found that the quickest way to victory is an assault on the western entrance to the Nod base. Because you already command the approach from the cliff where the Nod turret was, it's not that hard to orchestrate. Follow standard base assault procedures. Nod resistance is definitely weak, so long as you properly deal with their flamethrower infantry. Try to capture and sell the Nod construction yard to build up your credits as much as you can—you can use them on the next level.

Once you've gutted the Nod base, all that remains is a mop-up operation on the turrets and SAM site to the south. Don't try to take out the SAM sites in this mission in order to get air support—it's definitely not worth it.

MISSION 8A—JELGAVA, OR RATHER SALZBURG, AUSTRIA

DIFFICULTY RATING: MODERATE—DEFINITELY THE RECOMMENDED CHOICE FOR THIS LEVEL, ESPECIALLY IF YOU'VE STASHED SOME CASH

MISSION OBJECTIVE: GDI IS STILL STRAPPED FOR SUPPORT AND CASH. USE DILAPIDATED GDI BASE TO DESTROY NOD IN THE AREA.

STARTING FORCES: 3 ROCKET LAUNCHERS, 2 MEDIUM TANKS, 2 APCs, 2 HUMMERS, 6 GRENADIERS, 6 MINIGUNNERS

TACTICAL OBJECTIVES

Your mobile forces become dramatically stronger with the arrival of rocket launchers. This excellent anti-infantry weapon is vulnerable to Nod armor. You'll learn how to protect these vehicles with tanks and other means at your disposal, and how to use them in assaulting a base.

You also receive an important new base facility: the repair bay. You'll learn to juggle your front-line vehicles to keep your mobile forces at top efficiency.

The Nod forces include artillery. It's slow and very vulnerable. However, it's a good infantry killer, and dangerous against structures. I don't think it can compare to your rocket launcher, though, especially when you consider the launcher's anti-aircraft capability.

INTELLIGENCE BRIEFING

The Nod forces in this area are pretty weak. You have a large selection of weaponry that, once repaired, should be more than up to the task.

In addition to conveniently placed tiberium fields, a money crate lies near the western edge of the battle map. There's a communications center among the buildings of your base. I recommend you keep power plants in good repair because you can really use the center's radar in this mission.





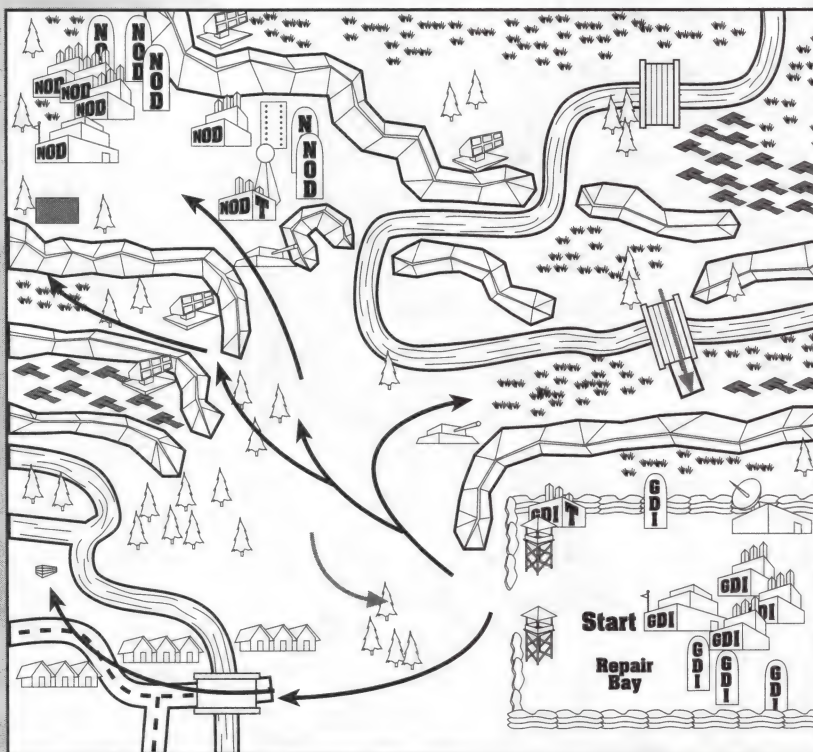
STRATEGY

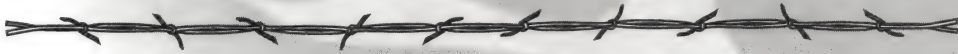
Your first steps are obvious: Form a defense perimeter with your scattered units. I suggest you immediately send a few north, where there are none, and where Nod artillery and infantry could appear.

Fight off feeble Nod attacks from the west and extend your defensive lines to the trees north of the tiberium field. Repair all vehicles, taking up the slack with new grenadiers. Start reconnoitering the area as soon as your vehicles are in good shape. I've found that a Hummer and an APC full of grenadiers make a good team. Well managed, it will clean the southern part of the map of Nod forces (there are some in the southern part of the village) and retrieve the money crate for you.

Weak Nodniks and your weaponry make it easy for you to destroy the enemy harvester. Compose a strike team—including tanks, a rocket launcher, and a couple of light vehicles. I have little doubt that you'll succeed quite easily.

By now, you've reconnoitered the whole area and have located the Nod base in the northwest corner of the battlefield. It's much less formidable than it looks, thanks to your rocket launchers.





During your harvester hunt, you probably destroyed the odd tank and dune buggy lurking in the field. That effectively gives you control of most of the battlefield. Use your forces, arranged in a defensive formation, to destroy weak Nod counterattacks from the northwest and the north. Then move in a classic base assault formation. You should have at least a dozen grenadiers in addition to your vehicles and minigunners. Use them to initiate attacks on the turrets, and destroy any intervening artillery or vehicles with your tanks. Keep rocket launchers handy for Nod infantry; your grenadiers can destroy the turrets easily on their own.

You'll find this mission, including the base assault, to be relatively easy even though you're fighting on unpromising terrain.

MISSION 8B—BRATISLAVA, SLOVAKIA

DIFFICULTY RATING: DIFFICULT

MISSION OBJECTIVE: DESTROY NOD PRESENCE IN THE AREA WHILE PROTECTING DOCTOR MOEBIUS, HIS HOSPITAL, YOUR BASE, SOURCES OF TIBERIUM, INFANTRY FROM ARMOR, ARMOR FROM INFANTRY, ARMOR FROM ARMOR, AND SO ON, AND SO FORTH.

STARTING FORCES: 2 ROCKET LAUNCHERS, 3 MEDIUM TANKS, 1 HUMMER, 2 BAZOOKAMEN, 4 GRENADIERS, 4 MINIGUNNERS

TACTICAL OBJECTIVES

I've found that this mission is difficult in several respects. First, you must carefully construct a base within the confines of a small space—good placing is essential if your harvester, combat vehicles, and infantry are to move unhindered. If you don't plan in advance, you could be forced to sell and rebuild!

You learn to deal with an insidious type of attack—the airborne assault. To help you cope with this threat, you receive a new type of infantry—bazookamen. You've seen how fragile they are when they fight on the Nod side; yours are no different. Protect them. They will be very useful.

You'll command your forces on as many as three fronts at once, so you may find a communications center an essential addition to your base. However, if you take the time to carefully note enemy movements, you can position your troops so they intercept and destroy Nod incursions without your guidance.

You choose from an array of new options thanks to the debut of the sandbag and the guard tower. Sandbags fool stupid Nods—they just freeze in their tracks when they come across them. Guard towers are very effective against Nod infantry, although at 500 credits they're a bit pricey. Remember that, contrary to the manual, they do use up a little power.



INTELLIGENCE REPORT

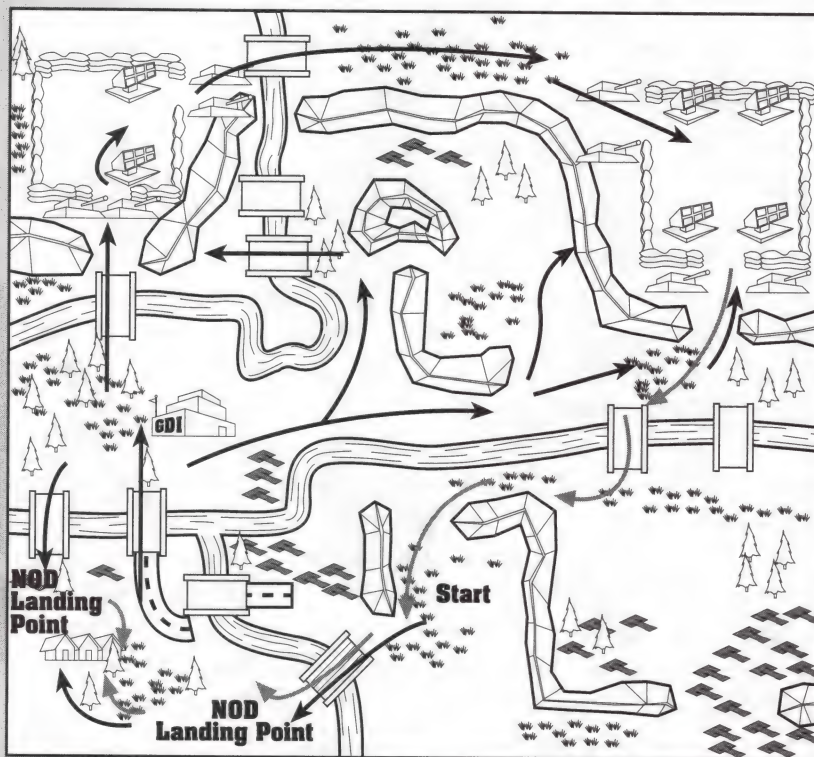
Two new missile units—the rocket launcher and the bazookaman—beef up your arsenal. Rockets are the only weapon you can deploy against aircraft, and you will find the new toys useful when dealing with Nod airborne assaults.

Take the time and trouble to find the perfect spot for your MCY. To protect Doctor Moebius and his hospital effectively, I suggest you locate your base as close to it as possible.

Your opponent has two bases in this mission. Fortunately, they have only two exits between them, and blocking in the one close by is easy.

STRATEGY

You start this mission near the southern edge of the battlefield, just slightly off-center. Move out west quickly, arranging your units into two forces. I recommend you lead with a reconnaissance force composed of your Hummer and the grenadiers, and follow up with the rest arranged in an offensive formation.





After crossing a couple of rivers, you come to the village in the southwestern corner of the map. This is where you'll find Doctor Moebius and his hospital, too. Another river north of the village has a number of fords offering good access, and there's plenty of tiberium all around. Set up your base there. Be careful to position your construction yard correctly! Consider beforehand how you'll lay out the rest of the base. Remember, you can tell your harvester to clear specific spots of tiberium, freeing them up for construction, and you can use the traveling sandbag tactic to construct buildings at a distance from your base.

Yes, sandbags are finally here, and that means a lot. I recommend that you consider gritting your teeth and taking the time to build sandbag barriers to isolate landing Nod helicopters. This maneuver will free up quite a lot of your forces.

The two Nod landing sites are some distance apart. One is just north of the village, by the western edge of the map. Position your rocket launcher next to the blossom tree to take out the landing helicopter. The second spot is on the field east of the village. You can use bazookamen instead of a rocket launcher there—they won't be standing knee-deep in tiberium and dying slowly—but you'll need at least two of them in addition to a protective screen of grenadiers and/or minigunners. At times I've found that this field also plays host to a group of Nod infantry who have trekked all the way down from their base. You'll likely sustain some casualties at some point, and I suspect a sandbag barrier there may be well worth the trouble and expense.

You could also consider building guard towers covering the two discussed spots. That, together with the traveling sandbag costs, will set you back over 1,500 credits. While you'll get some money and minigunners when you sell the guard towers, it's still expensive.

I think you should definitely use sandbags and a guard tower to control the flow of Nods from their base immediately north of yours. Then you can simply build the sandbags up to the Nod base entrance and seal it. Continue building the barrier through the Nod base and past its eastern entrance to prevent it from receiving reinforcements. That done, you can set about systematic destruction. Build guard towers right inside the Nod base if you want to, but take out the turrets first using standard base-assault tactics.

Once you dispose of the first Nod base, the mission is practically accomplished. I've found that the simplest way to end it is to continue with the traveling sandbag into the second Nod base, seal its western entrance, and destroy the Nods out in the field. Then liquidate the last Nod outpost. Remember you can use a lot of extra credits in the next mission—stash some away!



MISSION 9—BUDAPEST, HUNGARY

DIFFICULTY RATING: MODERATE TO DIFFICULT

MISSION OBJECTIVE: KNOCK OUT THE NOD TURRETS ALONG WITH EVERYTHING ELSE.

NOTE: THE GUNBOATS ARE USELESS AGAINST THE OBELISK OF LIGHT.

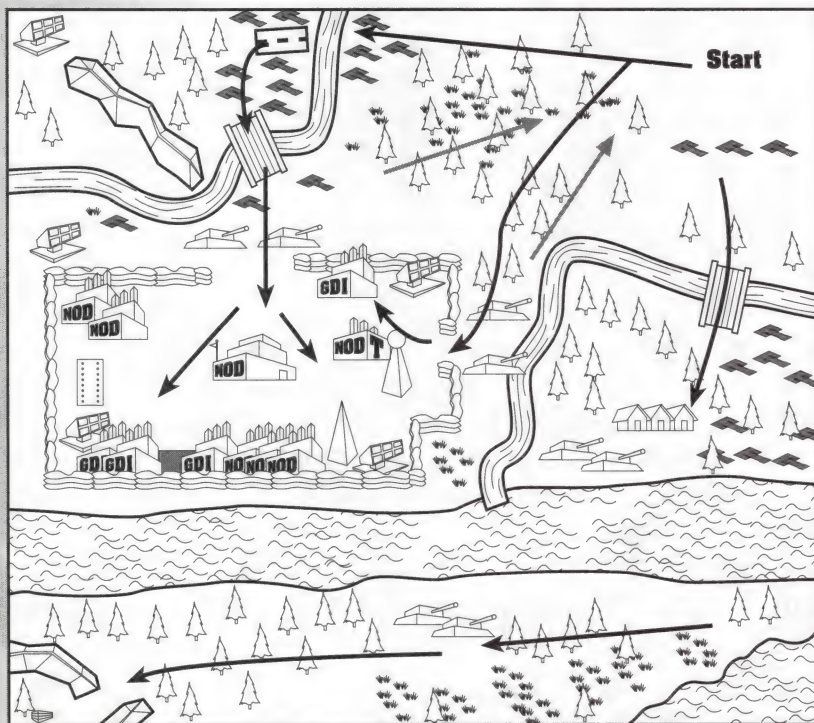
STARTING FORCES: 4 BAZOOKAMEN, 4 GRENADIERS, MCY

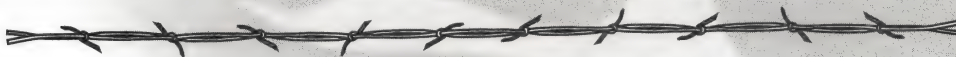
TACTICAL OBJECTIVES

If you haven't learned how to assault Nod turrets with infantry alone yet, you learn now. Apart from that, expect a relatively easy mission. Early capture of Nod construction yard, refinery, and airstrip makes Nod opposition laughable in the later part of this mission; feel free to experiment with the Obelisk. In fact, I suggest you sacrifice a few wounded infantrymen to get an idea of its range.

INTELLIGENCE REPORT

Yes, you're about to encounter the dreaded Obelisk of Light. However, the danger presented by this weapon is similar to that of a chained dog: It's only effective with-





in a certain range, and it needs chow to operate. The Obelisk feeds on power; knock out the power plants, and you knock out the Obelisk.

The terrain in this mission is very favorable. Nod base layout makes it easy to access its northern entrance.

STRATEGY

You begin this mission in the northeast corner of the battlefield. I suggest you deploy immediately, moving your infantry into a defensive position. Build barracks before you build the refinery; turn out grenadiers and minigunners until you have your base in place and can start building sandbags. Immediately extend your defensive perimeter in the southwest and build a guard tower in a strategic spot—by now, you'll know the Nods' favored approach route.

This done, turn to manufacturing vehicles. I recommend you equip yourself with a couple of APCs, a couple of Hummers, and a couple of tanks. Reconnoiter while your mobile force is under construction. You'll learn that the Nod base is open to attack from the north—the Obelisk is close to its southeast corner.

Sacrifice an APC, but try to get some idea of the base layout; you'll want to know where to send your engineers. Then prepare a small strike force for your engineer attack—one or two APCs supported by a couple of Hummers and a couple of tanks. Form a second small task force for a diversionary attack on the east entrance to the Nod base. A squad of grenadiers and a couple of tanks are enough.

I recommend you direct your diversion at the northern turret. That keeps your guys out of the Obelisk's range. Start your attack after your engineer strike force crosses into the tiberium field north of the Nod base and approaches the bridge. Lead your strike force in with the tanks engaging the turrets first. Then send in the Hummers followed by the APCs. Get the construction yard, the refinery, and the airstrip—all are within easy reach. Construct a barracks or Hand of Nod right there and then, making sure it's out of range of the Obelisk. At the same time sell the construction yard and refinery. Go after the Nod silos and the power plants.

At this point, you've practically won. All that remains is the destruction of the coastal turrets. You may destroy the southern turrets anytime after a helicopter drops off your southern infantry force. I've found that doing so early on, while still building the vehicles for your strike force, enables me to recover the crate in the southwest corner of the map, which helps with my war effort. I suggest you do the same.





**MISSION 10A—TRIESTE, SLOVENIA;
MISSION 10B—ROMANIA.**

DIFFICULTY RATING: EASY TO MODERATE (MISSION 10A IS SLIGHTLY EASIER OWING TO DIFFERENCES IN GEOGRAPHY.)

MISSION OBJECTIVE: MAKE WAR WITH ORCAS ON THE NODS.

STARTING FORCES: 2 MEDIUM TANKS, 2 HUMMERS, 4 GRENADIERS, 4 MINIGUNNERS, MCY

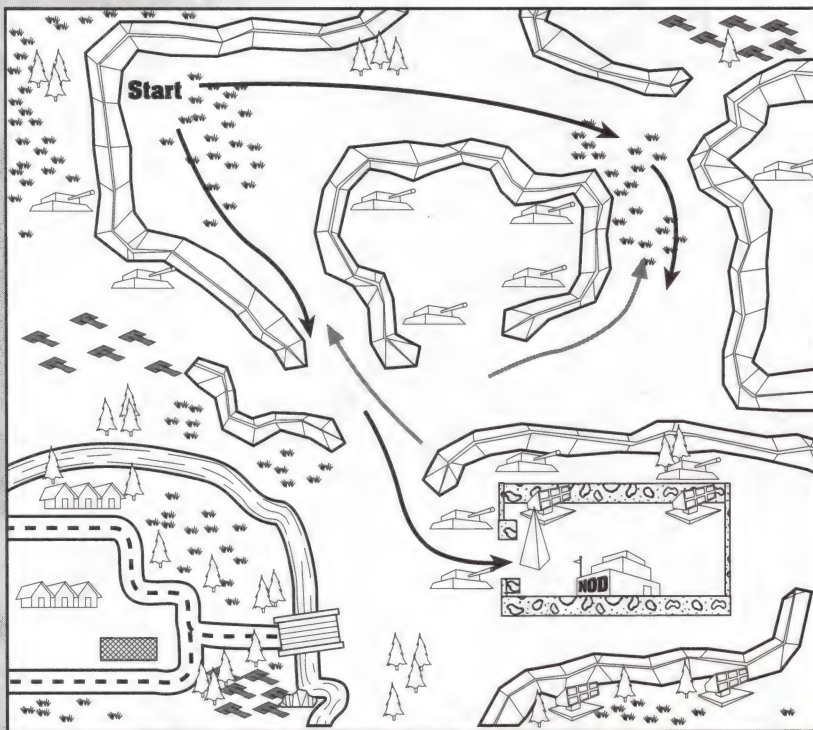
TACTICAL OBJECTIVES

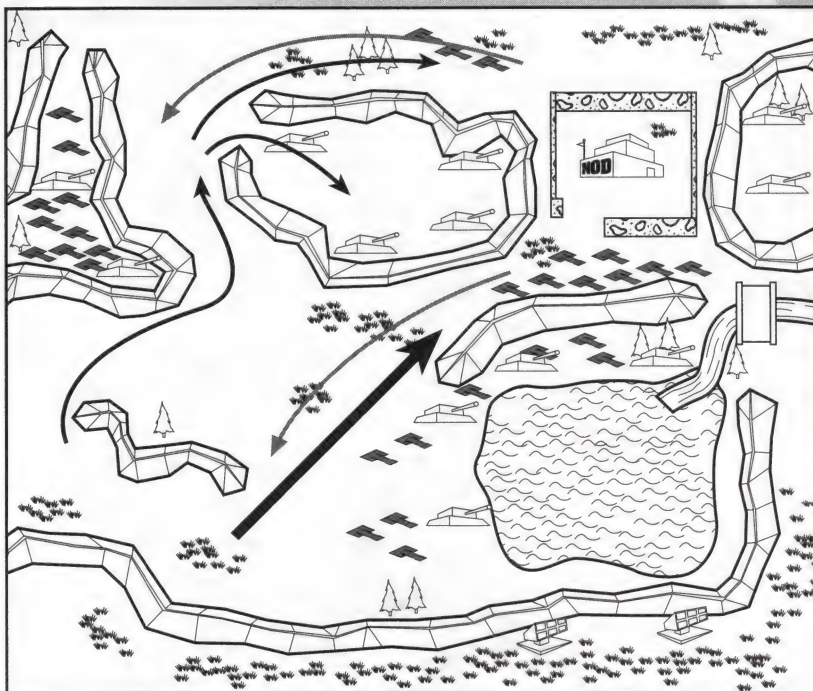
In this mission, you finally get to fool around with the Orca. If you're like most C&C players, you'll love it—it looks cool, and works well.

INTELLIGENCE REPORT

The terrain is very difficult, favoring Nod defense. The enemy has set up turrets atop cliffs in strategic spots.

There is more tiberium in Mission 10a than 10b, but if you followed my advice in this book and took good care of your war chest, you won't have difficulties in either. You can turn the terrain against the Nods by extending your base defenses, via the traveling sandbag, to strangle their base. Once this is achieved, you've won this mission.





STRATEGY

Deploy your MCY immediately, regardless of your starting point. Build your base while reconnoitering in the neighborhood and setting up a defensive perimeter. I suggest you avoid brawling with any newly discovered turrets—wait until you’ve blocked all approaches to your base with sandbags. Keep your tanks close to your buildings—Nods may surprise you from an unexpected quarter. I recommend building a single Orca once your base is operational.

Until that happens, you keep reconnoitering until you find the Nod base. I suspect you’ll also have to produce a few grenadiers and bazookamen to deal with Nod infantry and light vehicle attacks in the meantime. Don’t worry—they’ll come in handy in the end game.

Having secured your base, use the traveling sandbag tactic to block the Nod base entrance. This is quite easy to do in both missions—the terrain that worked for the Nods now works against them. I know from experience that the cost of the traveling sandbag (and other necessary barriers) will certainly be less than if you try other means of cutting off the enemy’s tiberium supply.





Having isolated the Nod bases, build an Orca or two and plenty of silos. Then order each of your Orcas to attack a different turret, and go for coffee. The Orcas will keep damaging the turrets and the Nods will keep repairing them until they run short of money. Then they'll sell them. It's a beautiful loop.

At this point, the mission becomes a bit of a pushover. True, the Nod base still bristles with defenses, including the hornlike Obelisk. Simply attack it with a fleet of Orcas—at this stage you can build as many as you want. Because the Nods have no money to rebuild (and you do), I have no doubt about the outcome of your mission—no matter what you do.

MISSION 11—CORINTH, GREECE**DIFFICULTY RATING:** VERY DIFFICULT**MISSION OBJECTIVE:** RECOVER VALUABLE INFORMATION FROM DELPHI, GDI'S SECRET AGENT.**STARTING FORCES:** 6 GRENADIERS, MCY**TACTICAL OBJECTIVES**

You've made opposed beach landings before, but never quite like this. Make sure your mouse-button finger is well rested.

INTELLIGENCE REPORT

We haven't heard from Delphi for some time. No information is available.

STRATEGY

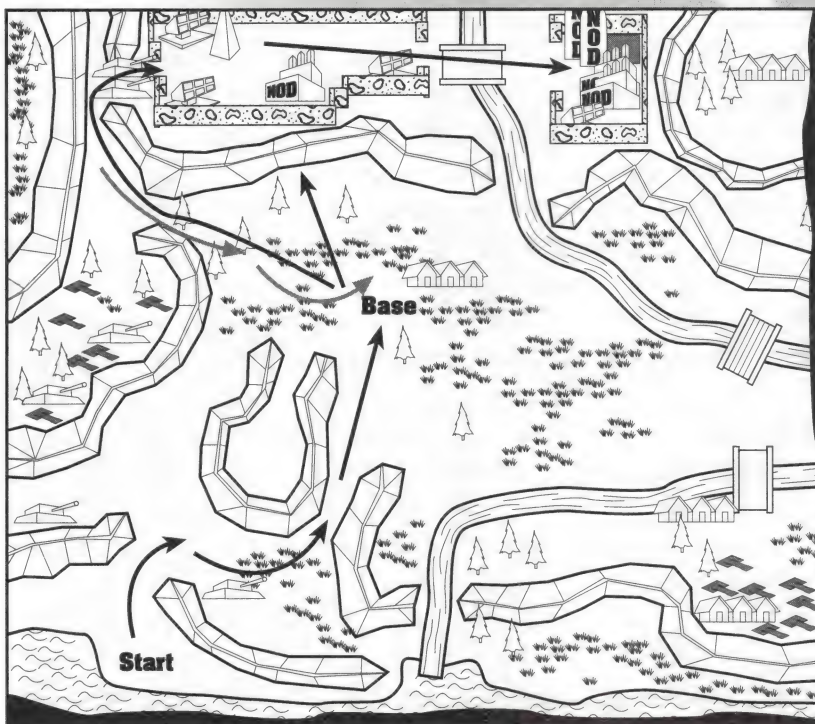
The beach is under fire from three Nod turrets. Put one grenadier to work on each turret to draw their fire—you'll barely do that before your MCY arrives.

Move your MCY off the beach and turn east—you can squeeze past behind the turret. If you go the other route—north—you'll run into a flame tank. Gather your grenadiers the moment your MCY is clear. A light tank approaches up the beach. Move your forces northwest—you'll be forced to go straight north by a cliff for a while. Turn west the moment it ends. You'll see a couple of houses. Start your base.

I've found the proximity of the houses has two distinct advantages. First, Nod forces in the neighborhood of your base will fixate on the village. Second, they'll come in at regular intervals, so you can maintain a more or less constant ambush near those houses to blow away a lot of Nodniks.

Finding tiberium is of primary importance. There's a field to the east of your base, but there's also a flame tank nearby. This is where the Orca comes in really handy; if you were to attack the Nod vehicle with a tank of your own, you'd have to





build a weapons factory first, and spend 2,800 credits. Remember that a helipad complete with helicopter costs 1,500. I think you'll agree that it's no contest.

Alternatively, there's a tiberium field directly to the west. It's farther off than the one to the east, and a Nod turret guards it. You may want to send your Orca against the turret. If you don't want to build the Orca, destroy the turret with grenades. Just make sure you keep an eye on that flame tank as long as it sits on the bridge to the east. It may start moving toward you.

In the meantime, prepare to fight repeated waves of Nods from the north. Your grenadiers should take heavy toll of enemy bazookamen. There'll be some tanks too, oddly timid when it comes to squashing infantry. It seems to me that the Nods have their hearts and gunsights set on the village houses, and your presence surprises them.

After consolidating your defenses, it's time to build that weapons factory and reconnoiter the terrain. You can also set about destroying the Nod turrets littering the countryside. I've found that grenadiers work really well when coupled with an Orca!

Don't neglect to extend your base defenses to the bridge to your east. Once you've done that and cleaned out Nod turrets, it's time to go on the offensive.



There are two Nod bases in this mission, lined up against the northern edge of the map. The entrance to the northeastern base leads through the larger Nod base in the west. That's the one you've got to take first, and it's defended by an Obelisk. However, that western base also has three power plants lined up by its southern wall. A SAM site protects them, but you can take them out. Here's how I suggest you do it:

Compose two strike forces—you'll need one to occupy the southern turret at the Nod base entrance. You can do this while keeping out of range of the feared Obelisk. Once that turret is busy, send your second force—ideally, three medium tanks—into the cutout in the cliff just south of the SAM site, and to the west of the power plants. Take out the SAM, and get to work on the westernmost power station. Press your Orcas into attacks on the plants, but take care about their route—I've found that they tend to fly by the SAM sites to the east in a suicidal fashion. If you order your choppers to land directly south of their target first they should be okay. You could also be forced to recall them after they fire a couple of missiles, because Orcas tend to swing in a semicircle around their target even when the target is stationary. This maneuver exposes them to antiaircraft missiles.

Taking out the three power stations takes out the Obelisk. Destroy the Obelisk swiftly. Be aware of Nod's ability to rebuild it. Even if they don't rebuild the power stations, they will at least attempt to do so.

The mission becomes more or less a routine bloodfest the moment you gain entrance to the western Nod base and destroy the Obelisk. Time is clearly against the Nods, and they weaken before very long. Execute the last stage of the operation by capturing the second Nod base and by eliminating all the SAM sites.

You'll see agent Delphi from the moment you uncover the northeastern corner of the map. There's a village on top of the cliff, and Delphi stands there, watching the fireworks you put up on his behalf. Once you've eliminated the SAMs, a transport helicopter appears and lands beside Delphi. You must put Delphi in the chopper and lift off to complete this mission.

The next mission reduces your credits to 5,000 no matter how much you save, so don't bother trying to stockpile any credits.

MISSION 12A—SHKODER, ALBANIA

DIFFICULTY RATING: MODERATE TO DIFFICULT—THIS IS THE EASIER OF THE TWO LEVEL 12 MISSIONS.

MISSION OBJECTIVE: GET DOCTOR MOEBIUS OUT OF THE DANGER ZONE BY HELICOPTER.

STARTING FORCES: 1 MAMMOTH TANK, 1 ROCKET LAUNCHER, 1 MEDIUM TANK, 1 APC, 4 GRENADIERS



TACTICAL OBJECTIVES

The mighty Mammoth makes its operational debut in this mission. I've found that it affects tactics to a surprisingly small degree overall—think of it as extra muscle, but don't recommend you plan operations around it. You'll use the Mammoth in conjunction with other vehicles when you want to destroy something really fast. I've found it to be an excellent defensive unit thanks to its self-repair feature.

You command your units in the usual mix of operations—base defense, forward base defense, reconnaissance, ambush, bombardment, and base assault. Given your experience so far, you should have no large problems accomplishing this mission. Just don't think you can take Moebius out without taking out the Nods first.

INTELLIGENCE REPORT

You have a damaged GDI base at your disposal in this mission. Make wise use of its resources—spend as little as possible. To help with base defense, you'll have the opportunity to build advanced guard towers. These structures are quite power-hungry, so be prepared!

Your finances during this mission are very limited. A crate on the battlefield will help you with your war effort. You'll find it midway up the eastern edge of the battle map, on the northern shore of the northernmost of two rivers that split the map horizontally.

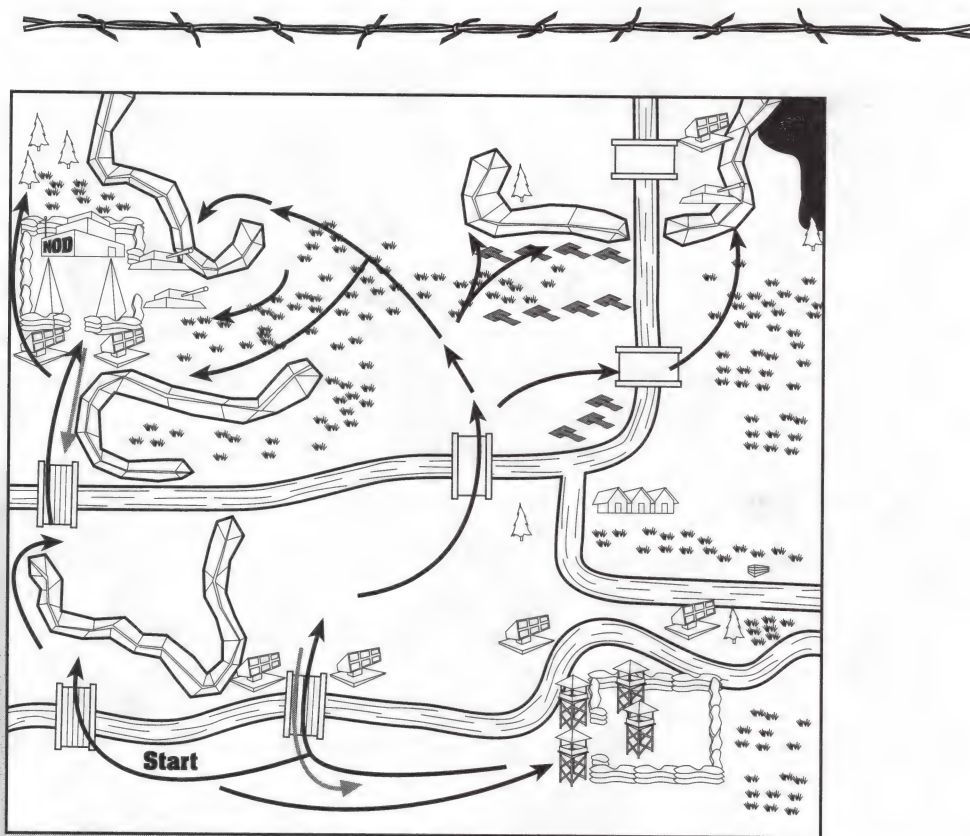
STRATEGY

You begin this mission with a single APC and 4 grenadiers. Your forces come dribbling in, and there's absolutely no sense in attacking the SAM sites right away. Just knuckle down and prepare yourself for a showdown with the Nods—destroying all the SAM sites means destroying their base first.

Your units start the mission near the southwestern corner. Get your vehicles into the base right away, and take stock of the situation. If you can defend the base well, you can make do without repairing your buildings, saving some credits for weapons. Your base defenses are quite strong, with two simple and two advanced guard towers. I think you should be able to pull it off.

Having gotten your bearings around your base, I suggest you do some longer-range reconnaissance. Watch your recon vehicle's progress carefully and pull it back from any armed confrontations. Repair any damage the moment it gets alarming. I also suggest you try to recover the crate while probing with your vehicles—beware of Nods trying to ambush you near river crossings and in other spots where geography forces a particular route. Use standard ambush tactics to whittle down Nod field forces and break their control over the battlefield.





It's imperative you control the bridges that lead to the big open space east of the Nod base. Form a strong strike force out of all your freshly repaired vehicles and bolster it with grenadier infantry (and maybe a couple of bazookas if you can afford them). Move this force to the extreme north, avoiding firefights with the Nods, and slip it into the space north of their base. Then destroy the power plants now visible along the northern wall of the Nod base.

I urge you refrain from destroying any of the Nod SAM sites during this stage of the mission. I've found that the destruction of the SAM sites gives Nods enough surplus power to run the Obelisk despite losing some power plants. Get the plants first! Worry about the SAM sites later.

Time the destruction of the power plants so your forces can attack through the southern entrance to the Nod base at the same time. This involves clearing the field south of the Nod base of Nod units. A couple of Nod light tanks guard that approach, so this may be difficult. The Nod harvester gets his stuff here, too. Don't worry about the harvester—in fact, avoid shooting at it at all. In this attack you'll be relying on infantry to a large extent, and you don't want to lose any to a stupid harvester.



Concentrate on the Nod military and on clearing out the southern approach. When you succeed, you will have opened a route for your engineers to capture the Nod airstrip and possibly the refinery. Attempt to capture or destroy the Nod tiberium stockpile while your units are inside the Nod base. Doing so means you'll have plenty of units there once you sell the captured structures. I suggest you try to capture the Hand of Nod if you have difficulty with the constant stream of Nod bazookas and flamethrowers.

It goes without saying you should go after the Nod construction yard first. You'll find it in the northeastern part of the Nod base. Prepare a small diversionary action to help your engineer get it. Alternatively, consider blowing a hole in the northeastern section of the Nod wall and sneaking your engineer into the construction yard from this direction.

Destroying the Nod power plants and capturing some of their buildings deals a very strong blow to the enemy. If you continue applying strong pressure—and you can, thanks to sold Nod buildings—you should be able to snuff out Nod resistance a short while later. Only the SAM sites, the odd turret, and maybe an infantryman or two remain. Mop up and the mission's over.

MISSION 12B—SOFIA, BULGARIA

DIFFICULTY RATING: MODERATE TO DIFFICULT

MISSION OBJECTIVE: SAME AS IN MISSION 12A—RESCUE THE GOOD-NATURED DOCTOR MOEBIUS.

STARTING FORCES: 1 MAMMOTH TANK, 1 ROCKET LAUNCHER, 1 MEDIUM TANK, 1 APC, 4 GRENADIERS

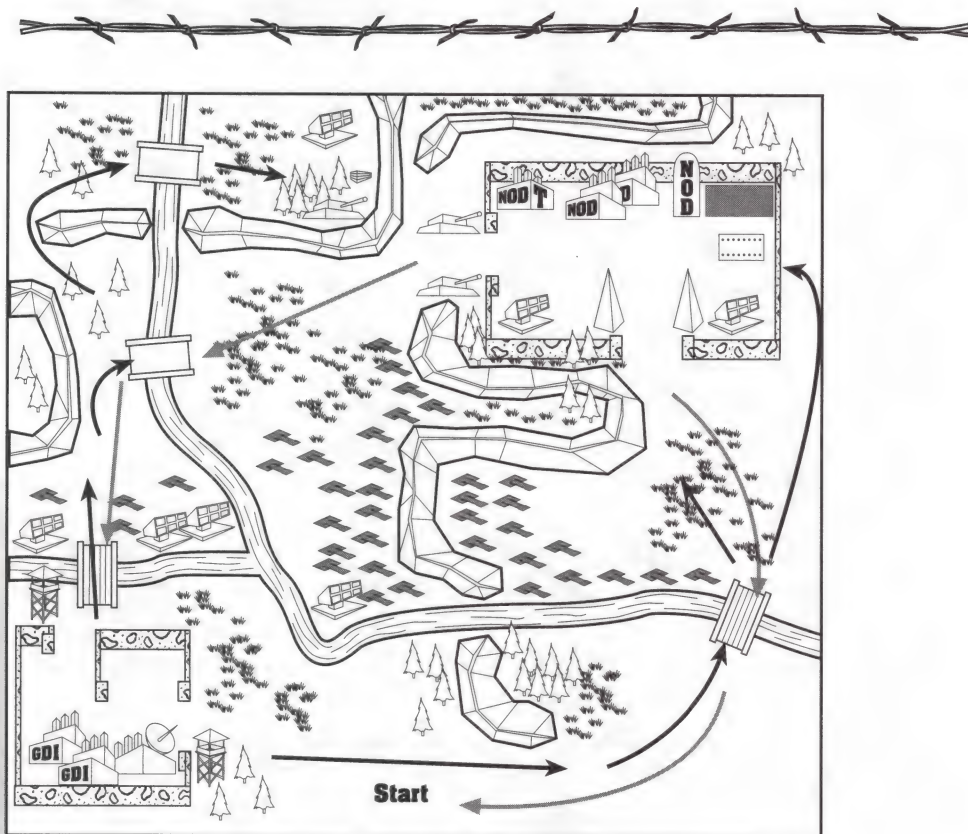
TACTICAL OBJECTIVES

The tactical objectives are identical to those of Mission 12a. Overall, these missions are very similar. The only difference is the geography, which makes this mission slightly more difficult.

INTELLIGENCE REPORT

Everything that applies to Mission 12a applies here too, with one caveat: You'll have to put more effort into securing the river crossing. As in 12a, the Nod base is open to an attack from the north.

This mission also features a money crate that helps you significantly. Take the road running vertically through the western part of the battlefield and follow it to extreme north, then turn east. You'll find the money crate in the trees just north of



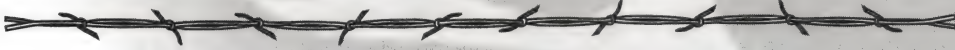
the SAM site, on a cliff overlooking the Nod base entrance. There's a turret there too, so take care. You might as well destroy it; otherwise it will harass the mobile column you dispatch to strike at the Nod buildings from the north.

STRATEGY

You start this mission close to the southern edge of the battlefield, fairly close to your base. You must secure the bridge immediately north right away—fortunately, there's also a guard tower there. On the whole, your base is better defended than in Mission 12a; but I've found the increased resistance of the Nods at strategic river crossings compensates for that.

Follow the strategy laid out for Mission 12a, adjusting for differences in geography. You should gain control of the whole western part of the map before going on full offensive; I've found it makes things easier. I recommend you include the Mammoth and the rocket launcher in your task force, and set up an ambush for Nod troops attempting to reach your vehicles.

You've completed the mission when you load Doctor Moebius onto the helicopter, but the helicopter won't be there unless you've destroyed every SAM site. Do that at the very end to keep Nod power requirements high.

**MISSION 13—NIS, YUGOSLAVIA**

DIFFICULTY RATING: DIFFICULT—NOTE THAT MISSION 13A AND 13B ARE ONE AND THE SAME.

MISSION OBJECTIVE: DESTROY NOD'S SECRET RESEARCH FACILITY (OF COURSE, DESTROY EVERYTHING ELSE THAT IS NOD, TOO).

STARTING FORCES: 2 ROCKET LAUNCHERS, 1 MAMMOTH TANK, 2 MEDIUM TANKS, 1 HUMMER, 2 GRENAIDERS, 2 MINIGUNNERS

TACTICAL OBJECTIVES

This mission tests your skill at setting up a base. You'll have to move fast—a Nod base lies just north of you. I urge you to build base defenses immediately!

The Nods hide behind several Obelisks in this mission. You must disable them by striking at the power plants. If you don't, expect to suffer horrific casualties. You'll have to conduct reconnaissance under fire to find a way to hitting the enemy where it matters most.

The close proximity of the Nod base to yours makes the traveling sandbag tactic the strategy of choice. In my experience, blocking Nod base entrances never worked better!

INTELLIGENCE BRIEFING

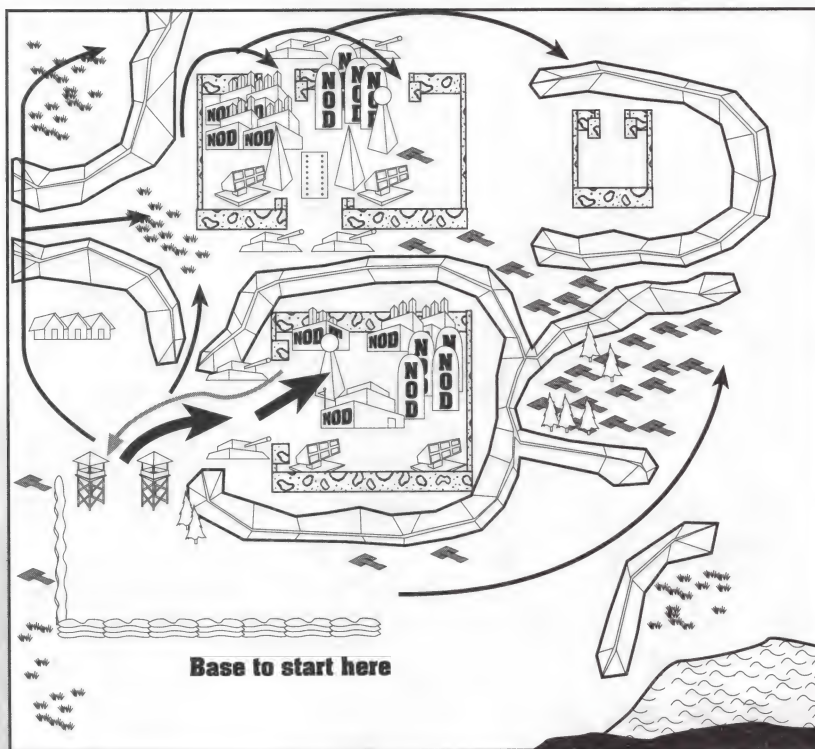
In addition to the research facility you're supposed to destroy, two Nod bases lie in this area. You can't get at the northern base without hitting the southern base first. The Nods have built more Obelisks than you can shake a stick at. Fortunately, they also built a block of four advanced power plants where you can get them.

Here you have the opportunity to build the advanced communications center. This structure enables you to produce rocket launchers, and to strike targets with the orbital ion cannon. However, its immense cost should make you pause and consider whether you really need it. You can equip an entire strike force with the money you spend on the communications center. On the other hand, you may find rocket launchers handy. Ask yourself if you really need any apart from the one you get at the start.

Don't bother saving credits for the next mission.

STRATEGY

You begin this mission near the southern edge of the battlefield, near the lake occupying the southeastern corner. I suggest you set up your base right away and form a defensive perimeter. You quickly find the Nod base on your northern doorstep. If you keep an eye on Nod strike forces that emerge with some regularity they'll be easy to deal with.



I recommend you build sandbag barriers to extend your defensive perimeter. Because the Nod base is so close, block the entrance. Then rush a strong armored column to the cliff in the northwestern corner of the battlefield (you can risk taking your entire mobile force if your base defenses are complete). If you place your vehicles right at the cliff's eastern edge, you'll see a block of advanced power stations. This is your target—taking these stations out means Nod's defeat. It's that simple.

Resist the temptation to fire on SAM sites and other Nod structures. You'll reduce Nod power requirements, making the Obelisk more difficult to knock out. Instead, I suggest you prepare a strike force to take out the Nod construction yard. At this moment it's invisible—it's tucked away in the northeastern part of the second Nod base, at the top of the battle map.

You must run the APCs carrying your engineers through a veritable gauntlet of fire, but this exercise is worth it. Make sure you have two APCs with a couple of engineers in each before you set out. You want to be absolutely certain your mission will succeed. If it turns out you have more engineers than you need, you can always use them to capture other buildings.

Extend the barrier that blocks the western entrance to the first Nod base northward, right up to the Nod base wall. This cuts off the southern entrance to the second Nod base. Hammer at the power plants with your tanks the moment you complete the barrier. It will take some time to clear a way for your APC strike force, but it happens eventually. Make sure you screen your APCs with a couple of Abrams tanks. If the Abrams have no other target to fire at, help the tanks firing from the cliff destroy the power plants. I recommend you squeeze them against the cliff's base to keep them safe from the Obelisk.



Fig 3.2. A few seconds from now, the Nod Obelisk will be just a useless hunk of metal. Use armor and rocket launchers in later GDI missions to get at Nod power plants—it's a priority!

The moment a way opens through the former complex of Nod power plants, push forward with the Abrams tanks, followed closely with the APCs. Run over any infantry with your vehicles. Most importantly, keep your personnel carriers moving. Two turrets defend the northern entrance to the second Nod base, but your APCs are fast and should make it past. Just keep ordering them to move (they tend to stop moving and start firing whenever they see a Nod).

I suspect you'll capture the construction yard without great problems. If you've gotten this far in the game, you're probably good enough to capture a few other structures as well. The mission is won at this point. The Nods can't rebuild the power plants you keep destroying with your tanks, and can't get at your tanks because of the barriers you've built.

Erase the rest of Nod presence at your leisure. I know it will take some time, but without the Obelisks, the Nods are dead meat.

Should you build the advanced communications center, you'll find it can take out the research center you've been ordered to destroy. Contrary to the briefing, this won't end the mission—you must eliminate all Nods.

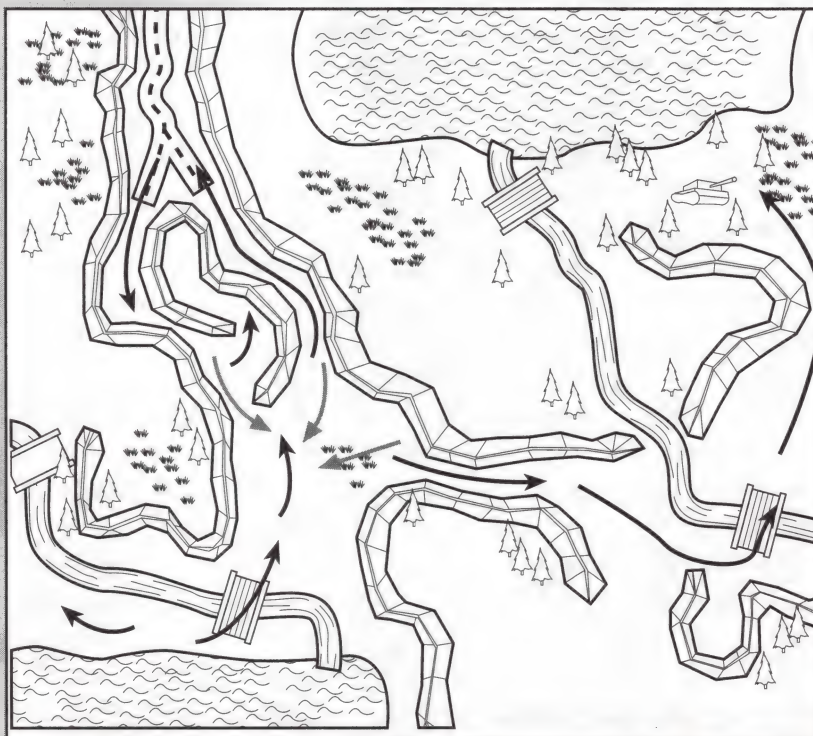
**MISSION 14—BELGRADE, YUGOSLAVIA****DIFFICULTY RATING:** DIFFICULT TO VERY DIFFICULT**MISSION OBJECTIVE:** DESTROY A NOD CONVOY, PLUS A NOD ARMY ROAMING THE NEIGHBORHOOD.**FORCES:** 1 MAMMOTH TANK, 2 ROCKET LAUNCHERS, 2 MEDIUM TANKS, 2 APCs, 2 HUMMERS, 6 GRENADIERS, 6 MINIGUNNERS**TACTICAL OBJECTIVES**

This is the mission where you get to be panzer general. You lead a mobile force against very strong Nod opposition. Use the offensive vehicle tactics. They'll help you win in a big way.

Fortunately, many Nod units are asleep on the job. And when you've got this many gun barrels to fire from, your first strike will be lethal.

STRATEGY

You start this mission on a peninsula in the southwest corner of the map. Immediately put your units into an offensive formation. I've found that this is the only way to deal with assorted Nod weaponry, including flame tanks. Later, although you won't encounter any Nod foot soldiers, your infantry will prove invaluable in locating Stealth tanks.





Only one way off this peninsula leads somewhere—across the bridge to the east. First, however, take out the lone Nod artillery lurking to your northwest.

Having done that, move out, leading with the Mammoth. You have no choice but to cross that bridge. That makes for a reversal of traditional roles, where light vehicles take the point. You'll immediately see two sleeping artillery pieces on a cliff overlooking the bridge from the north. Blow them away after your Abrams tanks join your lonely Mammoth on the north bank of the river.

When the artillery is history, lead your vehicles through the bridge; infantry should come last. Take time to arrange your entire force into an offensive formation, then move up the canyon that leads north from the bridge. Eventually, you reach a clearing where two light tanks, followed by two flamers, simultaneously charge you. Order your armor to fire at the flamers first—remember that flamers are only effective at close range, so they have to get in close. Because your vehicles stand side-by-side in a wide line, the light tanks won't be able to get at your infantry. Lob grenades at them, and deal the final blows when you've gotten rid of the flame tanks. Flame tanks can inflict big losses if you ignore them—they can wipe out your whole infantry force regardless of the fact that vehicles block the way.

More flame tanks approach, supported by artillery pieces and recon bikes. Target your Hummers on the bikes, your tanks on the flamers and the artillery pieces. Above all, I implore you to keep your infantry stored in a cool, dry place. Your vehicles must form an unbroken line because Stealth tanks are crawling around, too. And I've learned from experience that if there's a gap, they'll take it and squash any infantry without mercy. If it weren't for the fact that occasionally you can risk lobbing a few grenades at an incautious Nod vehicle (to finish it off more quickly), your infantry would be better off loaded into APCs.

Don't budge from your spot at the mouth of the ravine until Nod attacks peter out. Then reconnoiter cautiously. Start by exploring the ravine to the north. Don't break up your main force. Apart from the reconnaissance vehicle, keep everyone in formation. The odd Stealth keeps materializing near your forces, providing a golden opportunity to reduce your list of worries.

Having cleared up the north (and doublechecked the peninsula for any missing artillery pieces), I suggest you explore further afield. The narrow passage to the east widens into a crossroads of sorts, with a bridge leading north. Station a sentry vehicle on that bridge and explore south of it. Then move beyond the river. I've found that a Stealth tank often lurks near the lake in the northeastern corner of the map, particularly if I deal quickly with the first stage of this mission. If not, it sometimes comes sniffing at my main force, which would still be at the mouth of the ravine.



In addition to the Stealths, you'll encounter lone artillery pieces here and there. They present no real threat. In fact, the end game in this mission is just one big hunt, with the game getting gradually scarcer. You may feel frustrated at the long time it takes to locate and kill off all the Nod vehicles. I know I have. In order to speed things up, I suggest you try to apply the anti-Stealth techniques. You can also use the two extra APCs you get halfway through the mission to hunt for Stealths. I suggest you load a couple of grenadiers into each—hopefully, you still have some alive—and go looking. When you encounter a Stealth tank, unload your infantry. The Stealth will often try to squash your men over instead of running away or fighting it out with the APC.

MISSION 15A—SARAJEVO, BOSNIA-HERZEGOVINA

DIFFICULTY RATING: DIFFICULT. STILL, THE EASIEST LEVEL 15 MISSIONS.

MISSION OBJECTIVE: WIPE OUT NOD ONCE AND FOR ALL.

STARTING FORCES: 1 MEDIUM TANK, MCY

TACTICAL OBJECTIVES

This level is the ultimate test of every lesson you've learned up to now. You must set up your base and expand against fierce opposition—the strongest you've encountered so far. Detailed knowledge of each weapons' strengths and weaknesses is essential; so are quick reflexes and skill at fighting a numerically superior enemy.

This mission puts more emphasis on vehicles. Even Mammoth tanks play an important role: The Nods have built turrets all over the countryside, and keep rebuilding them in spite of your efforts. I've found that a Mammoth parked on top of the spot that really matters is the only way you can get rid of this nuisance. Even then, it needs support against Nod counterattacks.

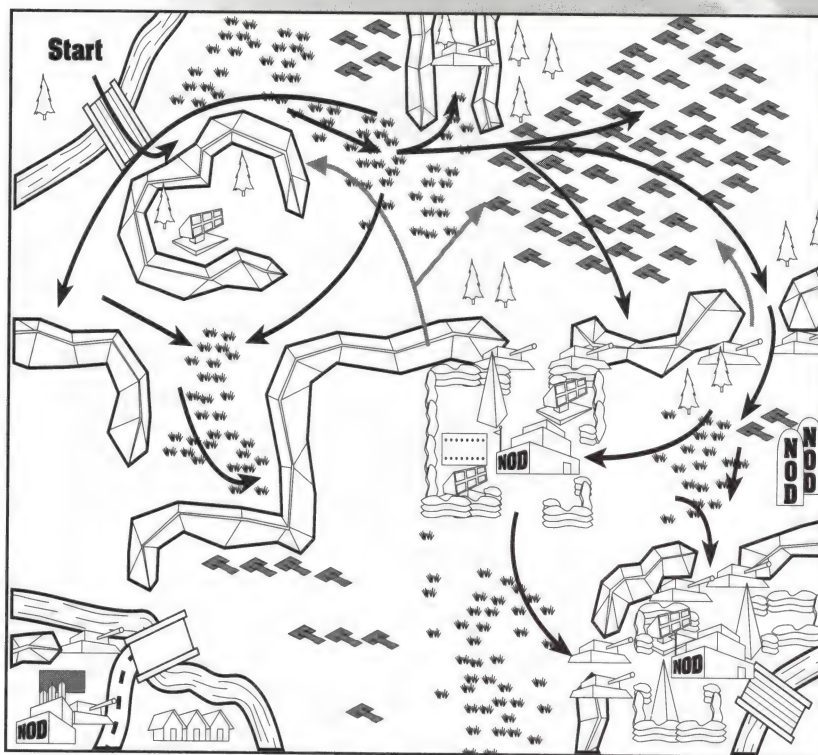
This mission also spotlights Orcas. The Nods field enormous numbers of vehicles; your Orcas are the only way to keep a balance of sorts.

INTELLIGENCE BRIEFING

Expect to fight like you've never fought before. The battlefield lies just north of the Nod base complex. There are three bases—all protected by natural features such as cliffs and a river.

The Nod complex lies south of an almost unbroken line of cliffs. There are only two gaps/entrances. Turn this Nod strength into a weakness by denying them access beyond the cliff line.

You have the whole array of GDI weaponry at your disposal. Use it well!



STRATEGY

You start this mission in the northwest corner of the battlefield. Your two vehicles perch on a bit of land not much larger than a postage stamp, and you should move.

A flame tank guards the only way out—a bridge. I suggest you provoke it into attacking with your MCY, then order the MCY to retreat. The flame tank will chase the MCY, allowing your Abrams to hammer away undisturbed.

After the flame tank disappears in a ball of fire, cross the bridge and press east. You'll pass north of a roundish cliff—set up your construction yard north of its eastern edge. I suggest you build barracks as soon as you can, and also make a handful of grenadiers and bazookamen even as you build your refinery.

I recommend you build base defenses before even thinking about a weapons factory. The round cliff makes it possible to block off your base rather neatly—just construct one barrier between the river and the cliff, and another south of your base. Plan your barriers so that your base has room to expand and your buildings are safe from Nod bombardment. In other words, your line should extend as far as you can afford. Don't even attempt exploring the terrain. If you alert Nods to your presence, the mission could end very quickly.



To finish this mission within 24 hours, you must employ C&C's version of trench warfare. This time, you can't afford to use the traveling sandbag; the Nods can eat you alive if you've got a break in your barriers. I suggest that you slowly extend your line east and south. Cap this stage of the mission by sealing off the entrance to the Nod base complex.

All is not over yet, for the Nods have a big tiberium field right on their grounds. Meanwhile, they probably have massed some forces in front of your sandbags. Destroy them now. Nod groups almost always contain bazookamen (to protect them from Orcas). I suggest you use Hummers in teams of three or four to gun down the bazookas before they can do any damage. Finish off what remains with Orcas and medium tanks. Your tanks' cannon are fairly accurate at medium ranges, and they should hit the Nods without destroying your barrier.

It should be here that, from the moment you get your first Orca, you should initiate regular attacks on the Nod turrets that are unprotected by SAM sites. The Nods rebuild them time and again, which is fine—it costs money.

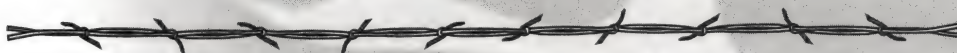


To complete the second stage of this mission, storm the easternmost entrance to the Nod complex. Use grenadiers or rocket launchers on the turrets—don't use both at the same time! Meanwhile, push an armored spearhead inside the Nod base. Your force should contain an APC with engineers. A group of Nod silos lies just to the south, and by now they brim with tiberium. Order the tanks to blast a hole through the wall, capture the silos you can, and destroy the others.

Nods react to this incursion with unprecedented fury. Retreat behind your sandbag barrier—it takes good timing to block the gap before any Nod can slip through after you. Your action most likely brought you losses; I recommend you take some time to rebuild your forces.

If you followed my advice so far, the Nods should be completely cut off from the northern and western part of the battlefield. Now's the time to clean them out of there. Start with a turret perched on the cliff by the western edge of the battle map. This is one of Nod's favorite sites, and I've found they will rebuild it many times unless you park something on the site. Let the Nods rebuild that turret if you want them to spend extra money, but that will keep your Orcas busy most of the time.

Whichever way you want to go, your harvester should have clear access to the tiberium field in the southwestern part of the battlefield. By now, you should also have the advanced communications center. Sacrifice a vehicle if necessary to get a quick look inside the first Nod base—specifically, to pinpoint the Obelisk. It's not far from the entrance, and at this stage you should already have an advanced communications center and a charging ion cannon. As soon as it's ready, mount this mission's first real base assault.



Start with an attack on the turrets—your guys will still be out of the Obelisk's range. Hit the Obelisk with the ion cannon the moment the turrets crumble, and rush forward with your armor. Again, your forces should contain an APC with engineers.

The Nod base features a refinery, barracks, and an airstrip. Go for all three structures if you can; if you can't, go for the refinery. It often provides a good foothold inside Nod territory—I've found that enemy soldiers seem to ignore the fact that their refinery is in your hands, even when you set about destroying the nearby SAM site. All they'll do is fire at you in passing. Use the refinery to extend another sandbag barrier to the entrances of the Nod base in the southeastern corner, sealing them off.

At this stage, you've won the mission. You still have to fight over each bitterly contested bit of ground, but the outcome's never in doubt. Start by cleaning out the first Nod base. Then proceed to the far west and destroy the small complex of Nod buildings hidden in the village there. Take an engineer along—you'll find a construction yard worth 2,500 credits.

The last Nod base contains two Obelisks. By now, the Nods are running short of money, and it's not inconceivable they'll sell off the Obelisk the moment the first cannon shell crashes into its horn. If not, wait for your ion cannon to recharge. Taking out one Obelisk lets you enter the base. And once you're in, the second is much easier to deal with.

MISSION 15B—SARAJEVO, BOSNIA-HERZEGOVINA

DIFFICULTY RATING: VERY DIFFICULT (THE MOST DIFFICULT OF LEVEL 15 GDI MISSIONS)

MISSION OBJECTIVE: WIPE OUT NOD—WHAT, YOU DIDN'T KNOW?

STARTING FORCES: 1 MEDIUM TANK, MCY

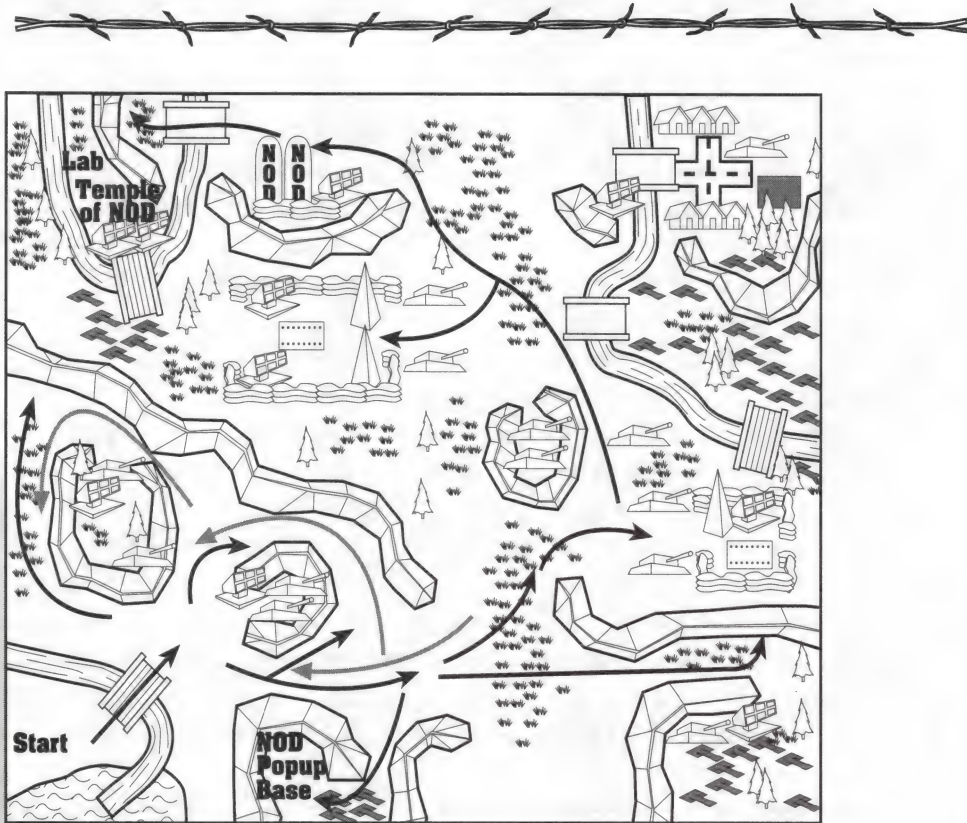
TACTICAL OBJECTIVES

Identical to Mission 15a. Show what you're made of, or face defeat.

INTELLIGENCE BRIEFING

In this mission, you must set up your base practically under fire—Nod seems to have fortified every cliff in this inhospitable terrain. Your first priority is to develop your base by eliminating immediate threats and reconnoitering the battlefield carefully. It's one of the most complex battlefields in the game, and using it to your advantage is crucial.

There's only one way out of this Nod chokehold, and a Nod base sits astride the route. If you capture the base you will control access to a large part of the battlefield with its many tiberium fields.

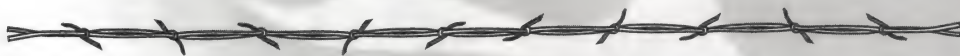


The Brotherhood has gotten hold of nuclear weapons. You should anticipate their use. I suggest you set up your base to minimize the damage it will inflict on you.

STRATEGY

As in mission 15a, you start on an island, only this time it's in the southwestern corner of the battlefield. You start with the MCY. An Abrams shortly follows. But by that time, your MCY may have stumbled across a flame tank that approaches from the northeast. You should let the flame tank pursue the MCY while the Abrams fires unhindered. Your MCY may get its backside lightly singed, but that's okay because you want to preserve your Abrams at all costs. It's going to be your only serious weapon for the next few minutes.

Go northeast, leading with the MCY. A couple of bazookamen are approaching. If you move fast, you'll catch them crossing the bridge where you can run them over without any fuss. Your MCY will catch two bazooka rockets, but that's the last of the damage it will receive. I suggest you start constructing your base roughly a few vehicle lengths north of the bridge. Build barracks the moment you have the power plant and start pumping out grenadiers—you're going to need at least six of them. At the same time, I suggest you go ahead and build a refinery.



You should be extremely careful about reconnoitering with your Abrams tank. There are turrets all around, and at present that tank is all you have to fight the Nod. Use the grenadiers to probe around your base—they'll quickly locate a couple of turrets. They'll find one almost right away to the north. You should immediately attack it with a strong squad of grenadiers, following up with your tank. At this point, you should also start making bazookamen. You should also construct a weapons factory—I guarantee you're going to need plenty of vehicles in this mission.

After destroying the turret to the north, I recommend you secure the big cliff immediately east of your base—it offers control over the center of the battlefield. The two turrets there can support each other, so again you need a strong squad of grenadiers. However, I don't recommend you order out your men the moment they become available because strong Nod patrols are already marching in the direction of your base. Instead, wait until your weapons factory is finished and you have produced at least three Hummers. Their concentrated firepower will prevent many Nod flamethrowers from torching your troops.



It is important that you keep up the pressure throughout the opening of this mission. In other words, don't wait for the Nods to find you before you finish securing the cliff to the east. Send an infantry assault team to secure the eastern cliff—you need your tank to defend your base. Build a barrier as fast as you can between the cliffs to the north and to the east—don't worry about towers, just close the space off.

The Nod attacks come in fast and furious through every opening—east, north, and northeast (if you haven't built your barrier in time). In addition to flamethrower and bazooka infantry, you can expect a couple of light tanks first, and flame tanks shortly afterwards. Hopefully, you've got a couple of Hummers by now; get going on your armor next. Start with a couple of Abrams tanks, and also build a repair bay—you'll use it a lot. Remember that it's always worth your while to repair your vehicles—it's much cheaper than building new ones, and you're able to assemble a strong mobile force more quickly.

At this point I suggest you concentrate on building up your forces for offensive operations. In fact, the quicker you get the ion cannon, the better. I don't recommend you construct any Orcas because then you're going to have to worry about any SAM sites. Tactically, SAMs shouldn't be a problem for you by now. But bear in mind that SAM sites consume a lot of enemy power—and if you have been employing my strategies you've knocked out four turrets. In other words you've given the Nods a big energy savings. In fact, you've saved them energy that's almost equivalent to a power plant! But don't worry. I just want you to remember that since the best (and often the only) way to deal with the Obelisk is to cut the power supply, wiping out the power-hungry SAM sites is counterproductive—you'll be freeing up power for





Obelisk use. So, you should carefully consider whether you want to build any Orcas at all in this mission. I really don't think they are necessary, and the vehicles you build for the same money will be just as useful.

You should start intercepting Nod forces near the exit of their base as soon as your mobile force is strong enough—three to five medium tanks and four Hummers. Place your vehicles in an offensive formation on both the northern and southern routes to your base. Use an APC or two. They make very good rolling pins for Nod infantry.

Assemble another strong team of grenadiers and set them to work on the two turrets that guard the southern approach to the Nod base. You should be getting an advanced communications center any time now. The moment you do, start making rocket launchers. Make as many as you can afford—this is the mission of the rocket launcher. When you've got a couple rocket launcher units, I suggest you position them south of the Nod base. The Nods have stupidly lined up a couple of advanced power stations and an airstrip within reach of your rockets.

Nods will react to your rocket attacks by pouring troops out of their base. These enemy units should walk right into the ambush you have set up on the southern Nod route into your base—if not, move your forces accordingly. A rocket launcher will work very well there—you should be killing flamethrowers and bazookamen by the dozen with your rockets and a squad of Hummers. Your tanks should take care of any Nod vehicles.

At this point, you might be in for a surprise. The Nods may build a base from scratch on the cliff midway along the battle map's southern edge. This position allows them to control the southern route with their Obelisk, so destroying that base becomes a top priority. If you have the ion cannon ready or nearly ready, blast the Obelisk and immediately capture both the Nod barracks and the power station. Put a soldier on the spot where the Obelisk stood to prevent it from being rebuilt.



Fig. 3.3. Mission 15b features a blatant computer cheat: a Nod base pops up on a cliff, cutting off your supply lines.



If you don't have the ion cannon, your best bet is to move your vehicles along the northern route while you deal with the turrets at the entrance to the eastern Nod base. There's an advanced power plant directly to the north of the entrance, and you should target it next. Then execute a traditional attack on the Obelisk, coupled with an engineer raid on the power station. To raid, have several engineers take control of the power station.

Your next step is to storm the Nod base you've already got a foothold in—it should be surprisingly easy. Nods keep rebuilding the airstrip in their southern territory, so I recommend you keep an engineer handy to capture it when they do—after all, you can use a new base right where the Nods have theirs. Do not capture the Nod barracks. If you do, you'll get nuked—with horrifying consequences. This is one lesson I've learned the hard way.

Using the captured airstrip as your starting point, start building sandbag barriers. The first line of sandbags should go north, exiting the base through a hole blown in the concrete wall next to the barracks. Doing so will let you put a guard tower or two right next to the barracks, where they'll take care of any exiting Nods. Continue building the barrier north—you'll have to deal with a turret hidden in the trees and furious Nod counterattacks. They will be going straight for their former base, so set up a nice ambush featuring all those rocket launchers of yours. You'll witness carnage on an unprecedented scale.

Continue building your barrier until you reach the river to the north. This will make your newly-won territory safe from Nod attacks. Produce a couple of rocket launchers in your first base and send them north; it's time to start an organized assault against the second Nod base. Their airstrip is within easy reach, and you can expect to encounter about half dozen Stealth tanks and artillery pieces along the way.

Sacrifice a couple of vehicles to reconnoiter the terrain in front of the second Nod base. If you manage to destroy the southern of the two Obelisks that guard the entrance, you should also be able to get at their construction yard. This yard is located a little further in. There's a second Nod yard exactly in the northeastern corner of the battlefield. It can be destroyed by vehicles that fire over the cliff to the south. Once you get those two construction yards, you've won this mission.

The only problem is with the southern Obelisk. At this point, the Nod tiberium supply is very limited. It's safest to wait and blast the Obelisk with your ion cannon, moving your artillery and rocket launchers into place immediately afterwards. Your units can begin firing at the construction yard and switch to the Obelisk the moment it reappears. I've found it doesn't if I relentlessly keep the pressure up.

Having dealt with the second base (it seems you can destroy everything in this one without getting nuked), you should mop up the northeastern corner of the bat-



tlefield. The Temple of Nod complex in the northwestern corner of the battlefield has an Obelisk, but it also has only a single advanced power plant—there isn't enough power for the Obelisk to work. Destroy the Obelisk and the power plant first, then the biochem lab. The Nods nuke you a second time when you attack the Temple, so I suggest you save it for last.

MISSION 15C—SARAJEVO, BOSNIA-HERZEGOVINA

MISSION OBJECTIVE: ERASE NOD. SURPRISED?

DIFFICULTY RATING: VERY DIFFICULT (BUT THE SECOND EASIEST OF THE LEVEL 15 MISSIONS)

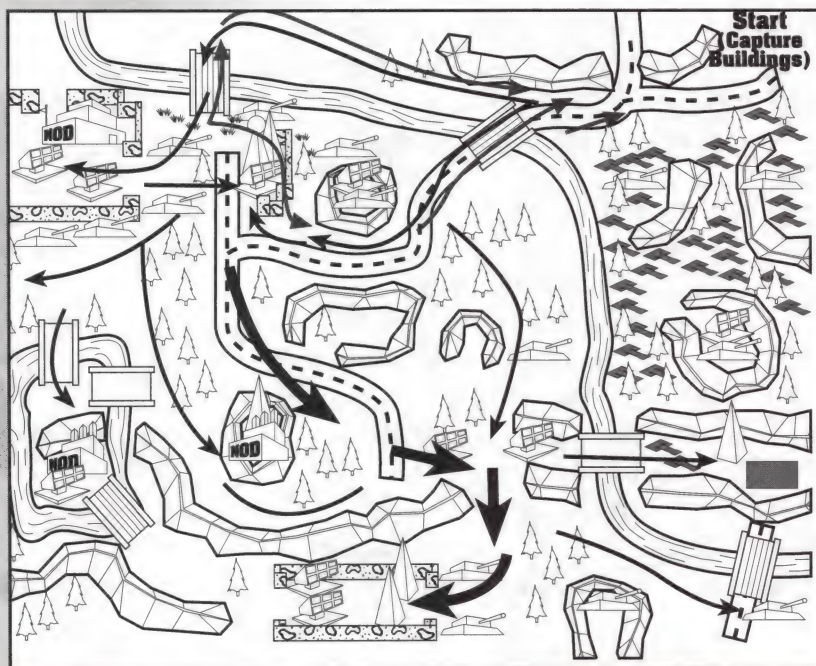
STARTING FORCES: 1 MEDIUM TANK, 1 APC, 2 GRENADIERS,
1 MINIGUNNER, 2 ENGINEERS, MCY.

TACTICAL OBJECTIVES

This mission, like missions 15a and 15b, is a grueling, thorough test of everything you've learned up to now.

INTELLIGENCE BRIEFING

The terrain in this mission is very favorable. You'll find big fields of tiberium south of your proposed base site, weakly guarded by a pair of unsupported turrets. You'll find that the river provides a good defensive barrier in the early stages of the mission.





The Nod bases are relatively far apart, making it somewhat easy to choke off reinforcements from one base to the other.

The evil Kane has got nuclear warheads, and he will use them to turn the tide of the battle. I suggest you avoid capturing or destroying all of the buildings in the first Nod base. If you do, you'll face the full wrath of a nuclear blast.

At the start of the mission, you capture one of Nod's communication centers.

STRATEGY

You start this mission alone with your MCY. Unlike the island start of the previous two missions, this time your MCY is on the mainland, so to speak, in the northeastern corner of the battle map. Start by probing south while you wait for your medium tank and APC to arrive. You'll see a tiberium field—turn west at its edge and soon your MCY will come across a spinney. Park it for the time being north of the trees.

There's a power station and communications center just west of where your MCY started. Probe the area with the tank. When it encounters opposition in the shape of a bazooka and a couple of minigunners, rush in with the APC and get both buildings. I suggest you take your time to capture the communications center—if it's being repaired, hold off till the job's finished. Then get in with your second engineer.

In the meantime, you should send your meager army south to deal with a transport chopper that carrying three engineers with a bazooka escort. The moment you've done that, start your construction yard as close to the trees as you can, and as far west as you dare. Waves of Nod infantry, supported by the occasional light tank and buggy, will come at you from the west. Make sure you build barracks quickly, and get going on the grenadiers. Judging by my experience, you will need around ten, and some bazookas too.

Build a refinery and a weapons factory without interrupting the flow of soldiers from the barracks. Keep edging west against the Nod tide until you come to a bridge that leads south. Set up a defensive line on your side of the river so that you can deal with attacks from both south, across the bridge, and from the west. The latter tend to be weak infantry probes.

It's time to claim the tiberium to the south. Attack each of the two turrets that guard the approach with your grenadiers, following up with bazookas. Your tank is needed by the bridge—do not move it back, or your infantry will have a hard time dealing with Nod armor. It's essential you keep Nod south of the river and well west of your base.

The turrets south of your base should not be very hard to clear. I recommend you build a repair bay while your guys are still lobbing grenades and firing bazookas at the turrets. Then extend a sandbag barrier to the west until it closes the bridge. Start





probing west with infantrymen—they will be under fire from Nod turrets, but should make it there and back without heavy losses. Extend your barrier to block off the second bridge you find. South of that bridge, you'll see the entrance to a Nod base. This is the base you have to take in order to progress any further.



At this point, I think you can stop worrying about base defense and start building for an offensive. Of course, you should get an advanced command center as quickly as possible. As in other Level 15 missions, I've found the ion cannon and rocket launchers to be very useful here. Once again, this is a mission where it's possible to get by without Orcas—in fact, I recommend it. If you build Orcas, you'll be committed to destroying every SAM site you can, and in turn all that surplus power you give to Nod means the Obelisks will be harder to knock out.

Your attack forces should contain a significant number of rocket launchers and armor—you can build a few Mammoths because they actually work in this mission. I suggest you build a couple of APCs, and put engineers inside both, along with a grenadier escort.

Your attack should start with your launchers repeatedly targeting Nod turrets along the southern shore of the river—they can do so while staying out of range of return fire. The Nods keep rebuilding them and assembling forces in the vain hope of scaring you away. Deal out death by rockets. It's going to take some time, but after a few minutes of constant carnage, the Nods will start running out of breath.

The Obelisk in the Nod base can reach your units if they stray too close to the river. If the Obelisk hasn't fired yet, get it to fire now—I suggest you sacrifice a minigunner to reveal its location. The moment your ion cannon's charged, sell the sandbags blocking the first bridge and begin your attack there. Give your attack a minute to gain some ground—you'll also have to deal with another turret on the round cliff south of the bridge. When you see Nods counterattacking in earnest, strike across the second westernmost bridge. Sell part of your barrier, order your forces forward, and hit the Obelisk with the ion cannon the moment it starts to hum. Then rush your APC's westward. There's a whole block of advanced power stations in the western part of the Nod base, along with an airstrip. You should try to capture the lot, but go for the power plants first. Also, consider parking a Mammoth on the spot where the Obelisk stood to prevent its untimely reconstruction.



The capture of Nod buildings (remember to leave one Nod power plant or you'll get nuked) allows you to build a new barrier that protects you from the south. I think you'll find this barrier will be useful, because for some time Nod will try to retake the base. If you are defeated, don't despair. Withdraw across the river, rebuild the barriers,



and start massing forces again. The expensive rebuilding the Nods undertake will seriously erode their reserves of tiberium, especially since the capture of the first base means losing a refinery and several silos.

I think it's more than likely, however, that you will survive the Nod counterattacks. If you do, push your line of defense southwards until you run into an Obelisk that's perched on a small round cliff. I found it to be a perfect target for the ion cannon; in the meantime, probe southwards along the west bank of the river. There are turrets scattered there—use rocket launchers.

It's possible that the capture of the first Nod base has given you possession of the enemy airstrip—if you destroy it, it's likely the Nods will try to rebuild it at some point. And, of course, you keep an engineer ready. This, coupled with the communications center you captured at the beginning of this mission, gives you the Stealth and flame tanks. If you've got a Stealth, I recommend you use it now to get the lay of the land. If not, probe south, keeping to the river. In addition to turrets, you'll see two bridges. The northernmost of those leads to a small Nod complex that features an Obelisk and construction yard. It's not worth your while storming it now. I suggest you form a strong defensive line at this bridge and to the west of it, closing off the entrance to the second big Nod base. Most likely you already have been fired at by one of its Obelisks while you reconnoitered along the river. There are two Obelisks; bide your time. At this stage, Nod is running short of tiberium. All you need to do is keep the pressure up, and in a relatively short span of time Nod will be broke. A good way of keeping pressure up is targeting a couple of Nod structures—these can be SAM sites you've ignored earlier on—and bombarding them without actually destroying them. Your enemy will be spending its remaining credits on repairing them.



You can accelerate the end by probing southwards from the first Nod base, keeping to the east. There are two turrets immediately south of the base which have to be destroyed. Once they're gone, it's smooth sailing down to a river that circles the Temple of Nod and, more importantly, an advanced power plant. Putting the power plant out of action may very well incapacitate Nod Obelisks, or at least slow down their firing rate. At this point I suggest you quickly take out the lonely Obelisk perched on a circular cliff east of the Temple complex (your ion cannon should be ready by now), and the adjacent power plant immediately afterwards. Most likely, Nod will not try to rebuild these structures. Arrange strong forces around that cliff while you wait for your ion cannon to recharge, just in case. If the Obelisk starts reappearing, hit it with



everything you've got assembled. If you do this right, you should lose one vehicle at most, if any. I've found that in this and other Level 15 missions, Nod often rebuilds Obelisks for which there is no power—it seems that Kane is fond of empty gestures.

After you've destroyed Nod's ability to counterattack, your best bet is to deal with the second, big Nod base before you tackle the odds and ends. Remember the rocket launchers you are using are very vulnerable to both vehicle and infantry attacks, and that they are expensive to produce. You don't need an attack on an exposed flank at this late stage in the game, so it's better to go straight for the Nod base.

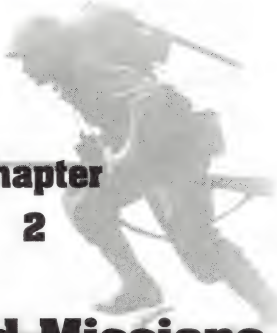
You should open the final hostilities by targeting your rocket launchers at the northernmost turret located at the base entrance. Nod infantry will attempt to counterattack—you may also see the last of Nod armor pushed into action at this stage. Take your time—do not launch an all-out assault until the counterattacks peter out. If you want to play it safe, I suggest you wait for the ion cannon to recharge and hit the northern Obelisk. Follow through by immediately concentrating fire on the power plant to the west of it. If you follow my strategies, it's highly probable that the southern Obelisk will be rendered impotent—if not, you'd better withdraw out of its range and concentrate on erasing Nod's efforts to rebuild the northern Obelisk. This is not likely to happen, though; Nod is close to finished.

If the southern Obelisk is still firing at you, you may want to rush it at this stage. I suggest you park your vehicles on spots where Obelisks once stood. This eliminates the possibility they'll be rebuilt. Also, your enemy's conventional forces are drawing their last gasp. I've found that almost all attacks at this stage will consist of infantry unsupported by vehicles; and subsequently these units can be massacred by rocket launchers.

Victory over the two Obelisks that guard the entrance to Nod's southern base wins you this mission. You'll achieve it fastest if you keep the pressure up throughout the game, and sufficiently build up your forces before the start of the final assault. If you experience difficulties in dealing with Nod Obelisks, try destroying enemy power stations to render them useless.

This second Nod base contains one of the two enemy construction yards. Following your victory there, it's time to go after Nod's other yard, located near the eastern edge of the battle map. The Obelisk there will be powerless; the rest of the mission is a walk in the park.

Remember that attacking the Temple of Nod causes the malicious Kane to fire a nuclear missile at your base. I suggest you sell all your buildings and disperse your men before attacking the Temple.



Chapter 2

The Nod Missions

I suspect many players aren't particularly drawn to play *Command & Conquer* on the side of the Brotherhood of Nod because they are the bad guys. Your briefing officer, the beady-eyed Seth, reinforces the wicked aura surrounding the Brotherhood. Approximately two-thirds of the way through the Nod missions, Seth receives a well-deserved shot in the head from Kane. At this point, you are promoted from a mere field commander to Nod vice-president, and missions thereafter are correspondingly more difficult.

Appearances aren't the only differences between Nodniks and the GDI, though. The Nod career consists of 13 levels (as opposed to GDI's 15), but you may choose from more missions at individual levels. Because choosing one mission over another on a particular level can mean the difference between success and failure, I feel that the Nod career is every bit as exciting as fighting for the GDI—perhaps more so.

If you step onto the warpath on the side of the Brotherhood, you will be given more special missions than in a GDI career. As I explained earlier, these are the missions you must accomplish given a limited starting force and no means of building or acquiring production facilities. I've found the margin for error in these missions to be even smaller than when fighting for the GDI, due in large part to the relative vulnerability of Nod vehicles.

THE SCORPION'S STING

At first glance, Nod troops seem sadly undergunned—no double-barreled tanks or orbital weapons here. It's worth noting here that Nod weaponry includes excellent reconnaissance vehicles—motorcycle, buggy, and later on the Stealth tank. I recommend you take full advantage of these when playing the Nod missions. Extensive reconnaissance allows you to carefully orchestrate your strikes at GDI units. Because the Nodniks are somewhat inferior in firepower, you must assemble more of them in the right place and at the right time; those superb reconnaissance vehicles make that possible.



The Brotherhood's missions take place out in Africa. This means the landscape differs markedly from GDI's European terrain. There is less tree cover, but many more cliffs. All Nod battlefields are to a lesser or larger extent a tangle of canyons. Experience showed me that a single, tough GDI vehicle can hold up a Nod strike force long enough for reinforcements to arrive, and this makes good reconnaissance even more important.

The Brotherhood's slight disadvantage in firepower also forces you to take a more active role in commanding your forces. GDI troops can often bluster their way through a potentially dangerous situation. The Brotherhood's can't, and I've seen many occasions where a relatively small GDI strike force cuts even strong Nod formation to ribbons. The Nod emphasis on flame weapons (flamethrower, flame tank) means you can inflict catastrophical casualties on your own troops through simple mismanagement. I learned that lesson the hard way. Flames are fatal within a radius, and can't tell friend from foe.

Fortunately, the slightly weaker punch of the Nod weaponry is offset, to some degree, by its lower cost. The biggest single bargain in the Nod arsenal is the gun turret, which costs less than a single bazookaman but is, in my opinion, worth four when defending against GDI vehicles. Its use isn't limited to base defense, either—it can be a cheap way to produce minigunners, or can be used as an offensive weapon as part of the "traveling sandbag" tactic.

From my own experience, I can say that you'll mouse-click much more often when playing *Command & Conquer* on the side of the Brotherhood. If you are a hardened veteran of the video wars, your experience will come in handy, enabling you to prevail against what appear to be impossible odds.

The rest of this chapter describes Nod missions in the sequence in which they are encountered in the game. You can choose from two or even three missions on many levels, and often that choice is crucial to your overall success. I provide you with find specific recommendations as to which missions are easier. Judging mission difficulty is a subjective matter; however, if you follow my recommended strategies you'll find the missions as easy as promised—which sometimes means fairly hard when you reach the higher levels.

From Level 4 on, your enemy has the capacity to call air strikes against you. These can cause horrible casualties to your infantry and serious damage to your base. However, GDI flight controllers are dimwits—they vector the Warthogs on the northernmost target, every time. I suggest you send out a sacrificial unit north of all other troops, or adopt a more aggressive role (my favorite approach): Place a fast vehicle, such as a buggy or a recon bike, north of your other troops and not far from the enemy's. You'll have to keep an eye on things: The moment enemy planes show up, race your vehicle through groups of enemy units, or perhaps even the base itself. The Warthogs will obligingly napalm their own side.





The Orca attack chopper is another piece of GDI weaponry that appears to be much more dangerous than it really is. Orcas are very vulnerable when facing a couple or more bazookamen, and I've found they will blindly fly into any traps you set for them.

In the final few missions, once you capture one of the many GDI construction yards littering the countryside, you can build Nod attack choppers. Equipped with a gun rather than missiles, I've found that these choppers are absolutely lethal against infantry. However, don't even think about sending them against advanced guard towers or against rocket launchers.



THE MISSIONS

The entry for each mission follows a set format. The mission number comes first, and corresponds to the level number. When a level offers the choice of playing more than one mission, a suffix follows the level number (for example, 6a, 6b, and 6c). This suffix corresponds to the one given to a mission by the game designers. (If you look closely at C&C's Options panel, you will see the mission's "official" number in the left-hand corner.)

The missions available on any given level can vary greatly in difficulty. For example, in the GDI career, Level 4 gives you a choice of three missions, two of which are difficult, and one almost embarrassingly easy. In this chapter I've included a difficulty rating for every *Command & Conquer* mission. Use these to guide you whenever you have more than one mission to choose from.

The entry that follows the difficulty rating contains the mission objective. That, in turn, is followed by the mission's tactical objectives—the elements of command you must master to progress. After that I provide you with an intelligence report that details the battle field terrain and the elements of the opposing GDI forces.

The last and biggest section of each entry discloses a winning strategy. I've chosen to address each mission in terms of tactics, versus specific, blow-by-blow instructions. As field commander of Nod forces, you have the freedom to choose exactly what units to muster for, say, an attack on a GDI base. A cautious commander might opt for systematic destruction of base defenses, and build flame tanks and artillery. A risk-taker could choose light tanks for their toughness and maneuverability. This allows rushing through defenses to strike at power plants, disabling GDI's deadly advanced guard towers prior to destroying them. Since how you chose to command your forces is up to you, I thought it best to outline every mission with good tactical options and an overall strategy—rather than telling you exactly which units to produce, and in what quantity. The exception to this are special missions, which limit you to your starting forces. They require a different approach, and are described in more detail.

Finally, you'll notice that the mission descriptions vary in detail. It is impossible to discuss every available option, so I devoted more space to missions I considered



difficult. However, I've made exceptions of the first couple of missions. Although relatively easy, they still might present difficulties to you if you're playing C&C for the first time.

MISSION 1—SOMEWHERE IN LIBYA

DIFFICULTY RATING: VERY EASY

MISSION OBJECTIVE: FIND AND FIGHT YOUR WAY INTO A VILLAGE HEADED BY A CERTAIN NIKUMBA. NIKUMBA DOESN'T LIKE NOD, AND NOD DOESN'T LIKE NIKUMBA. KILL HIM.

STARTING FORCES: 2 DUNE BUGGIES, 16 MINIGUNNERS.

TACTICAL OBJECTIVES

This mission is meant to hone your vehicle coordination and infantry movement skills. You have several opportunities to appreciate the range of the buggy's machine gun, and to coordinate infantry and vehicle attacks on GDI minigunners and a Hummer.

The planned assassination is a special mission—you are limited to your starting forces. However, weak opposition makes this easier than many missions where you're able to produce more soldiers and weaponry.

INTELLIGENCE REPORT

This mission introduces you to African terrain. Unlike in most GDI missions, tree cover is sparse. However, numerous canyons and cliffs provide ample opportunities to ambush the enemy—or to be ambushed yourself, if you aren't careful.

Fortunately, your forces are greatly superior both in numbers and firepower. The opposing GDI units consist of a dozen minigunners supported by a light reconnaissance vehicle—the Hummer. This vehicle is parked near the end of the route into the enemy village, and is unsupported by infantry.

A cliff overhangs the village from the northeast. The villagers routinely flee to this place when faced with danger, and you can expect to find Nikumba here.

STRATEGY

You begin the mission in the northeastern corner of the battlefield. You have both the buggies and eight minigunners to start with (the other eight minis arrive a little later).

I recommend you don't wait for them. GDI has been notified of a Nod incursion into the area, and an infantry patrol is en route. Move southwest right away. Your buggies will open fire on the GDI patrol, which will press on without returning fire, fixated on its patrol objective. If the buggies don't finish it off, your minigunners will.



Having dealt with the GDI patrol, follow the canyon to the south. Move your buggies individually; I've found that assigning them to a single group significantly slows them down and puts them in danger. Similarly, I suggest you form infantry into two fire squads of four soldiers each, and a reserve of eight. Move the two fire teams in concert with the buggies.



It is important that you move your troops in the right sequence and the right rhythm. My method is to move one buggy, and immediately move the other on a parallel track. I get the fire teams going before the vehicles come to a stop. If the lead buggy opens fire, I immediately move it back to avoid damage from GDI minigunners. They try to follow it, and as a result walk into the second buggy's fire, and then in to the range of my minigunners. The buggies are bound to take a couple of hits, so I suggest you keep the healthier one in front.



When you reach the end of the canyon near the southern edge of the battlefield map, turn west. You will continue to encounter weak resistance from enemy minigunners. Now they will be even easier to deal with, thanks to the open terrain. You can move your buggies past on a couple of occasions, and engage with them from the sides or rear while your minis attack from the front. Note that enemy soldiers suffer worse damage when fired on from the side or the rear.



If you feel like playing it safe, continue to scout with one buggy closely following the other. Pull back the front buggy when encountering the enemy. Keep going west until you come across a road running north. Expect more GDI infantry in the trees along the road.

Follow the road north, and I recommend you pull your reserve of eight minis closer to the front. Soon, the road meets a bridge, and simultaneously you will see a GDI Hummer. I strongly urge that you order all of your units to attack simultaneously—the more units firing on the Hummer, the less likely it will take out a single soldier of yours.

Having knocked out the Hummer, cross the bridge and follow the road through the village. Don't bother shooting at buildings or civilians—go straight to the northern edge on the battlefield map and turn east. You'll find the cliff over the village—the locals' traditional hiding place.

Nikumba is there, as expected, dressed in a nice gray shirt. He will loose off some shots from his handgun when he isn't running around in panic. Finish him. If any of your men have red in their health bars, let them rest.

MISSION 2A—AL ALAMYN, EGYPT

DIFFICULTY RATING: EASY

MISSION OBJECTIVE: SET UP A NOD BASE IN EGYPT, WHICH IS CURRENTLY GDI TERRITORY, AND DEFEAT OPPOSING GDI FORCES.

STARTING FORCES: 3 DUNE BUGGIES, 8 MINIGUNNERS, MCY.

TACTICAL OBJECTIVES

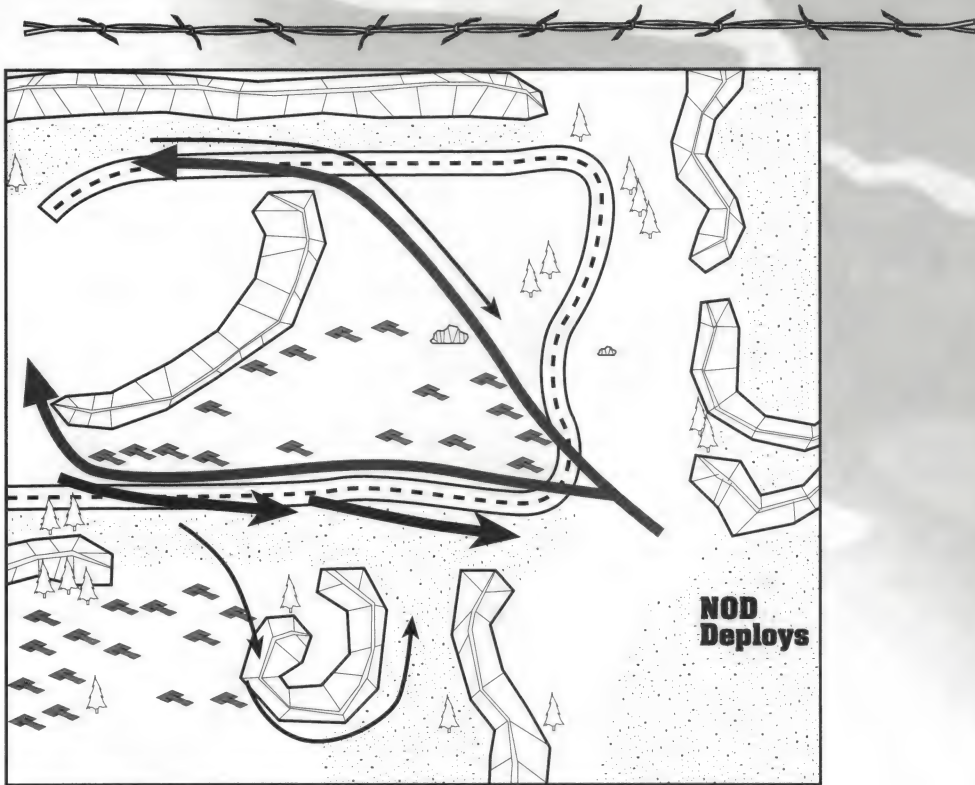
During this mission, you learn the art of setting up a base in enemy territory. GDI forces will be alerted to your presence, so you must move fast. However, take the time and carefully select the spot for your construction yard. Following my own advice. I make sure my harvester has the best access possible to tiberium fields, and that I place my barracks close to the enemy.

Some of the credits you earn in this mission carry over to the next one. Since one of your aims is good economical management, I recommend you do not produce any more units than you really have to. Also take care to sell off all your buildings before the game ends. You should also capture all GDI buildings worth the price of an engineer.

INTELLIGENCE REPORT

The terrain provides you with scope to carry out some more intricate tactical maneuvers. The enemy base is on the other edge of the battlefield map, so there's some open space between the two of you. Beware of GDI pincer and encircling movements (executed with the help of favorable terrain!).

In addition to producing minigunners, you'll have the opportunity to train engineers. They are very expensive, so watch your budget! However, I feel this unit is one of the most valuable investments in the game.



Toward the end of the middle phase, you must assemble an assault on the GDI base. To be most effective, I suggest you simultaneously conduct your attack on two fronts. Thus, you learn the advantages of a large-scale pincer movement. When well executed, an attack from two sides will devastate the computer opponent (in my experience humans tend to deal better with this situation). Good coordination is essential!



Finally, you experience the joy of making a profit on structures GDI had built at great expense—as long as you have built a couple of engineers. Don't use them to capture buildings worth less than the 500 credits you spent on the engineer.

STRATEGY

You start this mission in the southeast corner of the battle map. Well-protected by cliffs, this corner is the ideal site for your base—place your MCY as close to the eastern edge of the map as possible and begin construction. Simultaneously, fan out your units westward and establish a defensive perimeter in the northwestern corner of your base site, where the cliffs dissolve into a large expanse of flat ground.

Probe northwest with your buggies—you'll find a road leading west, and you may encounter the GDI harvester. Take note of the circular depression south of the road, and directly west of your base—GDI infantry will circle round it to launch attacks on the entrance to your base both from northwest and southwest.

You encounter weak GDI patrols the moment your troops step west of the pro-



tective cliff line. Probe aggressively with your buggies, then withdraw upon encountering enemy troops. If you are adroit with the mouse, do the buggy boogie, dancing around GDI infantry with your vehicles.

My standard play is to gradually whittle down GDI infantry with buggies and minigunners. Three Hummers support the GDI infantry in this mission—protect the buggies from their guns, and go after them with infantry.

By now, your barracks should be churning out minigunners. You have enough credits to produce all the infantry you want, and a stronger base defense means fewer casualties. Don't go overboard, though; every minigunner you build means fewer credits at the start of your next mission.

The GDI base is located across the rather small battlefield. Just like yours, it's protected by cliffs, but there are two entry points—one northern, one southern. You may concentrate your attack on one entrance and still accomplish your mission. But I don't recommend this tactic: You will take fewer casualties and generally have an easier time if you attack from both north and south. To do so, assemble two infantry teams. Ideally, you should have a dune buggy in each. Team strength depends on how well you've been dealing with GDI attacks. I doubt you'll need more than 20 infantrymen in both teams. You'd be wise to spend a thousand credits on a couple of engineers; the capture of the GDI construction yard alone yields 2,500 credits.

The GDI barracks are located closer to the southern entrance. Therefore, make your northern team slightly stronger, and include an engineer. Move the northern team out first and start a fire fight near the northern entrance to the GDI base.

Your southern column should move out immediately after the first team. In addition to your buggy and, at most, a half-dozen minigunners, it should contain a couple of engineers. Make sure you move it out soon enough to intercept GDI troops that emerge from the southern entrance. Their goal is to stab your northern force in the back. Remember to protect your engineers!

The fire fight at the northern entrance will have drawn away most GDI troops—time to do some backstabbing of your own. Move in with your southern column, concentrating your attack on the GDI barracks. The moment you commence firing on the barracks, you cut GDI reinforcements against your northern column, which may now move in closer. Once you've reached this point, you've effectively won the battle.

During this mission, it makes sense to leave the GDI harvester alone. Following the destruction, or preferably capture, of the GDI refinery, it will simply sit there waiting for the world to end. Let it wait a little and pile up as many credits as your patience will allow. The extra cash will come in handy in the next mission.

When you feel you have enough tiberium, destroy the GDI harvester, thus ending the mission.

MISSION 2B—AL KHAFIYA, EGYPT

DIFFICULTY RATING: EASY—AND SLIGHTLY EASIER THAN MISSION 2A

MISSION OBJECTIVE: SAME AS MISSION 2A—SET UP A NOD BASE IN EGYPT, CURRENTLY GDI TERRITORY, AND DEFEAT OPPOSING GDI FORCES.

STARTING FORCES: SAME AS MISSION 2A—3 DUNE BUGGIES, 8 MINIGUNNERS, MCY.

TACTICAL OBJECTIVES

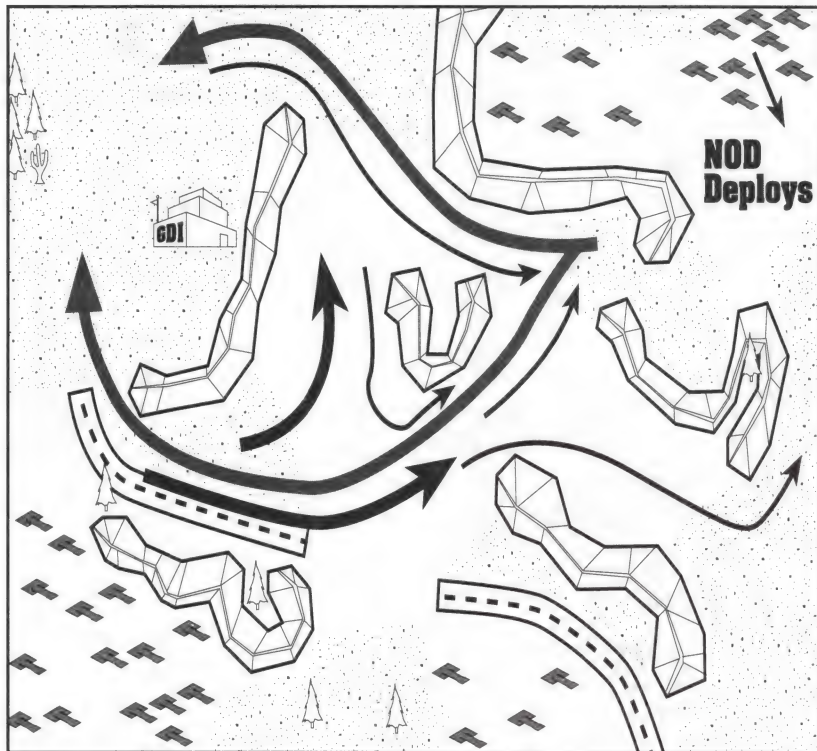
The tactical objectives of this mission are the same as in Mission 2a. However, I suspect you'll find this mission to be easier because of differences in the battlefield map and the starting point.

INTELLIGENCE REPORT

This mission is almost identical to Mission 2a.

STRATEGY

You start this mission in the northeast corner of the map. As in Mission 2a, your base is protected by a line of cliffs. GDI minigunners patrolling the tiberium field just north of your starting point attack almost immediately. This attack isn't dangerous,





but you'll want to protect your buggies from damage. Remember, you can always build more minigunners, but every buggy you lose is gone for keeps.

I found the strategy here can be identical with that employed in Mission 2a. However, I suggest you concentrate all your units into a single strike force and attack along the shortest route, from the east.

Overall, the most important difference between mission 2a and 2b is that the GDI base is not as well-protected by cliffs as in Mission 2a. In my estimation this makes victory in 2b easier to attain.

MISSION 3A—AL UBAYYID, SUDAN

DIFFICULTY RATING: MODERATE

MISSION OBJECTIVE: LIBERATE NOD SYMPATHIZERS IMPRISONED BY THE WICKED GDI—CAPTURE THE PRISON HOLDING THEM.

STARTING FORCES: 2 MOTORCYCLES, 4 DUNE BUGGIES, 8 MINIGUNNERS, 3 ENGINEERS

TACTICAL OBJECTIVES

This mission marks your arrival as a true commander. You get to build a communications center, which presumably comes complete with a comfortable armchair—no more skulking under a tree for you, or getting your bones rattled inside a dune buggy. You don't need a communications center to accomplish this mission—in fact, I found that applying its cost toward producing infantry usually makes for a swifter victory.

In addition to the not-really-needed communications center, this mission puts a new type of infantry under your command: the bazookaman. The bazookaman is a very expensive unit, though, so don't overproduce.

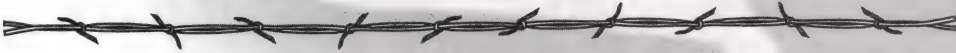
You also get the opportunity to produce engineers. With three of them in your initial lineup, you don't really need to make any. There's no point in capturing enemy buildings for sale, because your next task is a special mission without starting funds.

In addition to the aforementioned, your starting forces include a new vehicle—the reconnaissance motorcycle. The recon bike, though fragile, is what I feel to be one of the best weapons in the Nod arsenal. In an effort to prepare yourself for future missions, I suggest you try your hand at hit-and-run motorbike raids, and learn to combine minigunners and bazookamen into operational groups.

Your bazookamen have plenty of exciting targets: the change in your infantry lineup is matched by the appearance of grenadiers on the GDI side.

INTELLIGENCE REPORT

The landscape is more complex than in previous missions. It provides plenty of good ambush sites, so good reconnaissance is a priority.



The GDI grenadiers are lethal. I recommend you split your minigunners into the smallest teams possible, and protect your bazookamen with the minis at all times. Same goes for your engineers.

STRATEGY

You can tackle this mission two ways: If you are an experienced commander with quick reflexes and a decisive mouse hand, then you can try capturing the prison without even setting up a base.

Warning: Do not employ the aforementioned attack unless you're very good. Besides, I feel there are definite advantages to playing the mission out in full—otherwise you won't learn to use your bazookamen against enemy grenadiers.

Your forces are deployed nearly halfway up the eastern edge of the battle map. Plenty of tiberium exists nearby, and you should set up your construction yard instantly. As usual, even as you are building your first structures you'll have to fend off determined attacks from GDI patrols that happen to be in the area. Most will come from the northwest—if you probe in that direction with your buggies, you'll see a road there. However, guard against an attack from the south. The cliffs throwing a wide, protective curve along the western side of your base peter out just before the southern edge of the map, and mark the beginning of the southern route into the GDI base.

After fending off the initial onslaught and establishing a firm defensive perimeter, reconnoiter with the bikes until you are familiar with the battlefield (the map in this book should help). The GDI force includes four Hummers, and should you encounter them, run for your base. Keep a squad of bazookamen behind your minigunners; In my experience, their combined firepower will rip the Hummers apart.

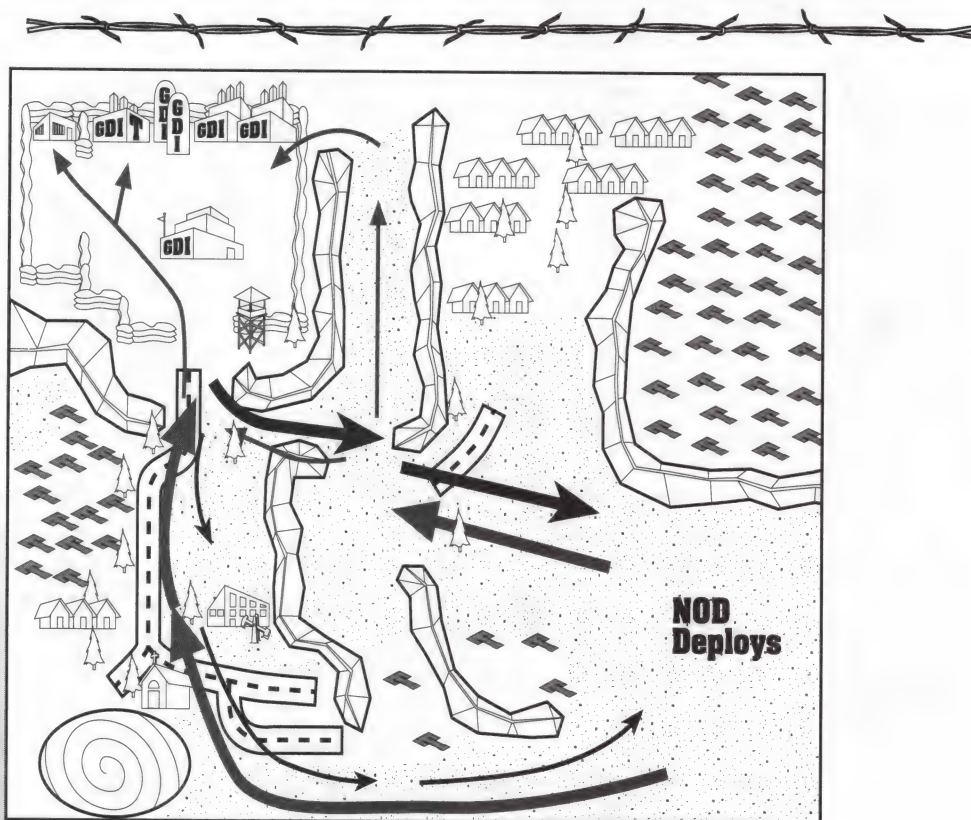
Much more dangerous are attacks by GDI grenadiers. Guard against bunching up your soldiers; put your minigunners in pairs, and actively use them against approaching grenadiers. Your priority here is to protect your rocket infantry.

Most of the action takes place around the two narrow passes in the center of the battlefield. Keep up the pressure on the GDI in this area. Meanwhile, assemble a strike force of mixed infantry and send them out along the southern edge of the battlefield, with your engineers following. Lead this force with as many vehicles as you can spare from the battle in the center of the field. Make sure your engineers cannot be attacked by a Hummer lurking north of your march route.

Lead your strike force along the southern edge of the battlefield until you come to the lake and the village beyond. Strike out north, still keeping to the road. At this point I suggest you increase the pressure in the center as the strike force enters the village—this draws GDI attention away from where it matters.

Eventually, you'll come up to the entrance to the GDI base. There's a single guard tower to the right—the first time you encounter that structure on the enemy side. Your arrival at GDI's gates may provoke a strong counterattack, and makes it possible for your units in the center to break through with relative ease.





You can tackle the base itself in several ways. If you have trouble dealing with the guard tower, I suggest you push one column up the canyon just east of the GDI base. There's a break in the cliffs at the top of the battlefield map, and your bazookamen can open the way through GDI's sandbag barrier. If the guard tower's no problem, but there is a strong GDI force inside the base, push a column west and north. The prison is in the northwest corner of the battlefield map, and once again your bazookamen can open the required gap in the sandbag barrier.

The third way to tackle the GDI base is simply to destroy the guard tower and march right in. This is what tends to happen when I play, because after all this fighting GDI troops are usually not a major threat. Things can get complicated if the enemy harvester appears on the scene in the middle of your advance, gets fired upon by your troops, and sets about squashing them. Do what you can to avoid that eventuality. Even if the harvester tries to get in your way, a determined dash for the prison will succeed, given limited opposition.

Otherwise, eliminate all GDI troops at your leisure, and send your engineer to do his job.

In summary, the main difficulty you'll face in this mission is dealing effectively with the GDI grenadiers.



If you are a very good commander, and you don't need any extra experience in handling bazookamen and fighting grenadiers, you could try to capture the prison without setting up your base, as I noted at the beginning of this section.

To do so, move your MCY north. This movement attracts the attention of GDI patrols. Then move the rest of your units along the southern route into the GDI camp. The GDI will hassle you on the way, almost from the moment you take your first step. You should be able to deal with it if you're good.

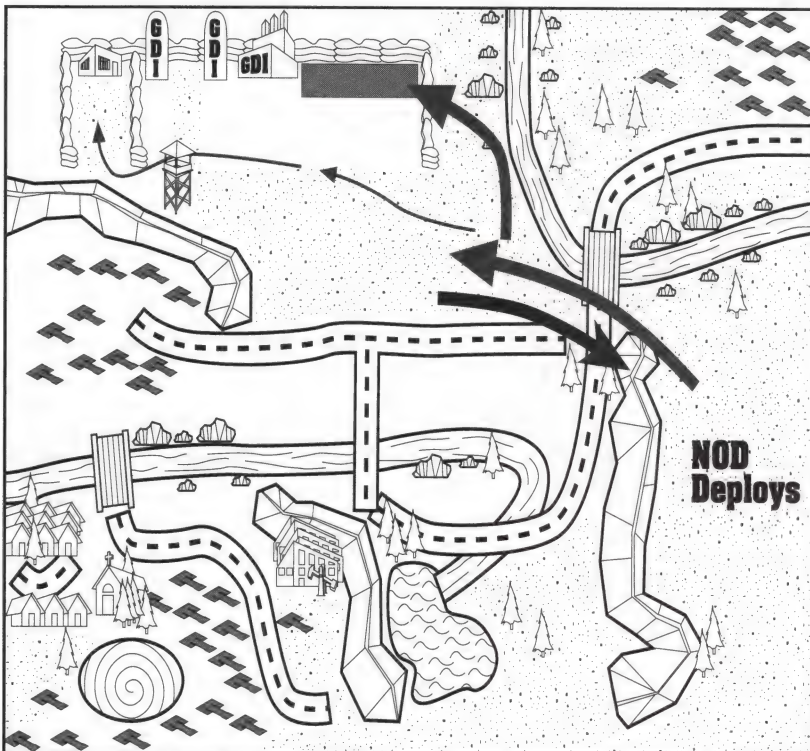
Follow the road running north through the village, keeping as far to the west as possible, and enter the GDI base. You have three engineers; one of them should make it to the prison, located in the northwest corner of the map. If this tactic works for me, with practice it should also work for you.

MISSION 3B—KAFIA-KINGI, SUDAN

DIFFICULTY RATING: EASY TO MODERATE

MISSION OBJECTIVE: SAME AS IN MISSION 3A—LIBERATE IMPRISONED NOD SUPPORTERS FROM THE DUNGEONS OF THE GDI.

STARTING FORCES: 2 MOTORCYCLES, 4 DUNE BUGGIES, 8 MINIGUNNERS, 3 ENGINEERS.



**TACTICAL OBJECTIVES**

It's the same as in Mission 3a. However, the battlefield in Kafia Kingi is much easier to fight on. There is more open space which makes dispersal of troops easy, thus removing a lot of the threat posed by GDI grenadiers.

INTELLIGENCE REPORT

The GDI base is wide open from the east, allowing you to blast your way through the sandbags and get inside almost at your leisure.

STRATEGY

You have a choice here. The terrain allows the two-column strategy described in Mission 3a. If you take this route, you may want to try destroying the single guard tower with rockets located in the tiberium field directly to the south of the GDI base. Note that this time the tower is located on the west side of the entrance. Remember to keep out of range of its guns!

Conversely, you may want to mass all your units into a single force and strike at the GDI base from the east, as outlined in the Intelligence Report.

In this mission, I feel that you definitely do not need to build a communications center.

MISSION 4A—OUM HADJER, CHAD

DIFFICULTY RATING: EASY TO MODERATE—RECOMMENDED CHOICE FOR LEVEL 4

MISSION OBJECTIVE: DEMONSTRATE GDI IMPOTENCE BY ANNIHILATING THE VILLAGERS GDI IS TRYING TO RELOCATE. KILL EVERY CIVILIAN ON SIGHT.

STARTING FORCES: 2 RECON BIKES, 2 BUGGIES, 6 BAZOOKAMEN, 6 MINIGUNNERS.

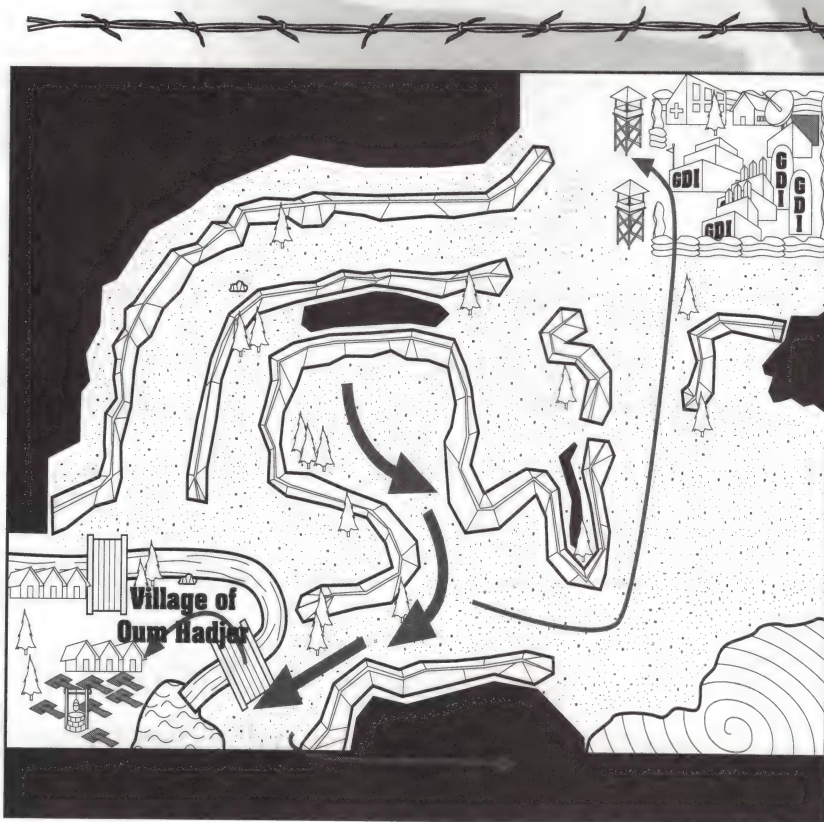
TACTICAL OBJECTIVES

This mission tests your ability to coordinate vehicle and mixed infantry movement. You have to make do with what forces you get at the beginning. If you haven't learned how to avoid casualties by now, your mission will fail.

INTELLIGENCE REPORT

This mission differs significantly from the preceding ones in terms of difficulty. Your opposition includes a new type of GDI vehicle—the armored personnel carrier, or APC. It is much tougher than a Hummer. Be careful.

In terms of numbers, the opposition is stronger than you are. However, not only can you wipe out the inhabitants of Oum Hadjer, but also capture the GDI base.



STRATEGY

Your forces are deployed at the end of a long, L-shaped canyon. It's not a promising start, but things get better.

GDI forces wait in ambush south of you. Don't let them fight you on their terms. I suggest you move south and set up an ambush at the curve in the canyon. Then reconnoiter with the motorbike until you come across the GDI ambush, and draw them back into the one you've set up.

Use standard reconnaissance tactics to get the lay of the land. You can either go straight for the village of Oum Hadjer and mix it up with the GDI there, or capture the GDI base. I realize that this action is not necessary to accomplish your mission—but since you can do it with a single motorbike, why not go for it and experience the pleasure of blowing up GDI buildings?

The GDI base is undefended, save for the guard towers at the entrance. Approach the base from the south and blow a hole in the sandbag barrier. By positioning your motorbike correctly, you can destroy the guard towers without giving them a chance to return fire. Then you can destroy the rest of the GDI buildings at will. If any GDI forces do appear, your bike is fast enough to escape.



If your ego is sated and you do not feel like destroying the GDI base with a single motorbike, move your forces south to the mouth of the canyon, then turn west at the big acacia tree that has previously served as cover for the GDI ambush. Continue west until you see the bridge. You may encounter GDI vehicles on the way, but provided you coordinate unit movement correctly, you won't have any problem dealing with them.

If the GDI is too scared to move out, they will wait for you at the bridge. In a nice Hitlerian touch, they'll likely have a screen of civilians in front of their vehicles. This is convenient, since you're supposed to kill all of them anyway. Arrange your forces in a classic killing-field pattern, so all of your troops can fire at the same time. Then provoke the GDI into attacking by killing a civilian or two.

After the brief carnage that follows, dispatch any civilians that are still wandering dazedly about the battlefield. If you haven't bothered to go after the GDI base, you may find some civilians out that way.

MISSION 4B—MAO, CHAD

DIFFICULTY RATING: MODERATE

MISSION OBJECTIVE: IT'S THOSE AFRICAN VILLAGERS AGAIN. THIS TIME, THEY'RE ON OUR SIDE. WIPE THEIR VILLAGE OFF THE MAP, AND WE'LL SAY THE GDI DID IT.

STARTING FORCES: 3 RECON BIKES, 5 BUGGIES, 6 BAZOOKAMEN, 6 MINIGUNNERS.

TACTICAL OBJECTIVES

Same as in Mission 4a—test your ability to coordinate mixed forces. Your forces are greater than in the previous mission, and the opposition is fiercer, so this is more of a test.

INTELLIGENCE REPORT

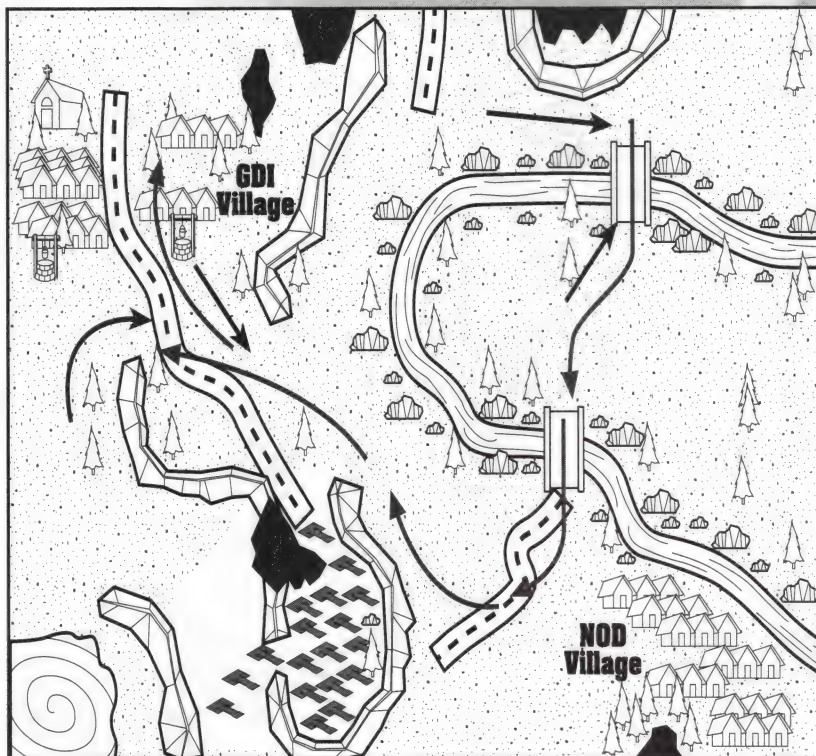
An Abrams medium tank confronts you for the first time, and it's a tough opponent. Fortunately, you have a large number of vehicles and bazookamen.

The village covers most of the western half of the battle map, and GDI forces are scattered throughout. They're hard at work destroying the village, though, so you can surprise at least some of them.

The terrain is difficult, especially if you try to press ahead without reconnoitering well in advance. Beware of barging into the northern part of the village without appropriate reconnaissance during the end game—there's a strong GDI presence there, and by then your units will have taken some damage.

STRATEGY

Your forces are deployed in the northeastern corner of the battlefield. A bridge, and some GDI forces, lie immediately west of you. I recommend that you arrange your units in the universal formation. This allows you to advance and defend yourself as need arises.



Deal with the GDI forces in the immediate neighborhood without moving out from behind the river. You have a very defensible position to start with, and it's silly to abandon it without exploiting its benefits. Scout with your bikes and draw any encountered GDI units into the killing field you've set up. In my opinion, the only real difficulty you could encounter is keeping your infantry from getting squashed by the Abrams tank—I've discovered there's not much space to maneuver in.

Having eliminated GDI units in your neighborhood, strike out west or south first, then west. The choice is yours. I recommend you aim for the opening in the cliffs just west of the center of the battlefield—the quickest route into the village. Any GDI forces hassling you en route will be easy to deal with; you can safely reshuffle your units into an attack formation by this stage.

The village of Mao is in the northwestern corner of the map. Proceed with care—I've learned that the buildings make it difficult to coordinate the movement of a large formation. Since your opponent's forces are limited in number, I suggest you draw them out with a few bursts from a dune buggy, and lead them into an ambush. Repeat this maneuver until you're satisfied you can deal with the rest of the GDI en masse. In particular, use this tactic to get rid of the Hummers in the southwestern part of the battlefield before proceeding north.





There are many GDI troops in the northwestern part of the battlefield, and if you've taken heavy losses, you may want to play it safe with the draw-out-and-ambush tactic. Again, it's very difficult to avoid bunching up your troops when moving forward because of terrain constraints. That makes them easy meat for the GDI grenadiers. I recommend you try to draw out and ambush as many GDI troops as possible before entering the northern part of the village.

Once you've eliminated GDI presence, destroy what remains of the village of Mao. Take care to form a strong squad and set it up in a good defensive position to intercept any GDI stragglers that may belatedly appear on the scene.

MISSION 5—TIDJIKDJA, MAURITANIA

DIFFICULTY RATING: MODERATE TO DIFFICULT

MISSION OBJECTIVES: BUILD A BASE, COMPLETE WITH SAM DEFENSES, TO WRECK GDI PLANS TO BRING IN AIR SUPPORT. DESTROY THE GDI BASE IN THE AREA.

STARTING FORCES: 1 LIGHT TANK, 4 RECON BIKES, 1 DUNE BUGGY, 4 BAZOOKAMEN, 4 MINIGUNNERS

TACTICAL OBJECTIVES

This mission represents another big step forward in your career. You get the ability to produce vehicles in the shape of the supply airstrip. In addition to the Bradley light tank, you get to train and use flamethrower infantry—the Nod answer to GDI grenadiers.

I know from experience that it takes time to learn to use all those units properly, especially in concert with other units. This applies to flamethrowers in particular. If you don't watch out, they can do more damage to your forces than to the enemy's. When used well, flamethrowers are dynamite. A single soldier can fry several grenadiers with a single shot, or, rather, flame.

You also have an opportunity to tackle a GDI guard tower. This can be done without exposing your units to enemy fire—suitable units include tanks, bazookas, and recon bikes.

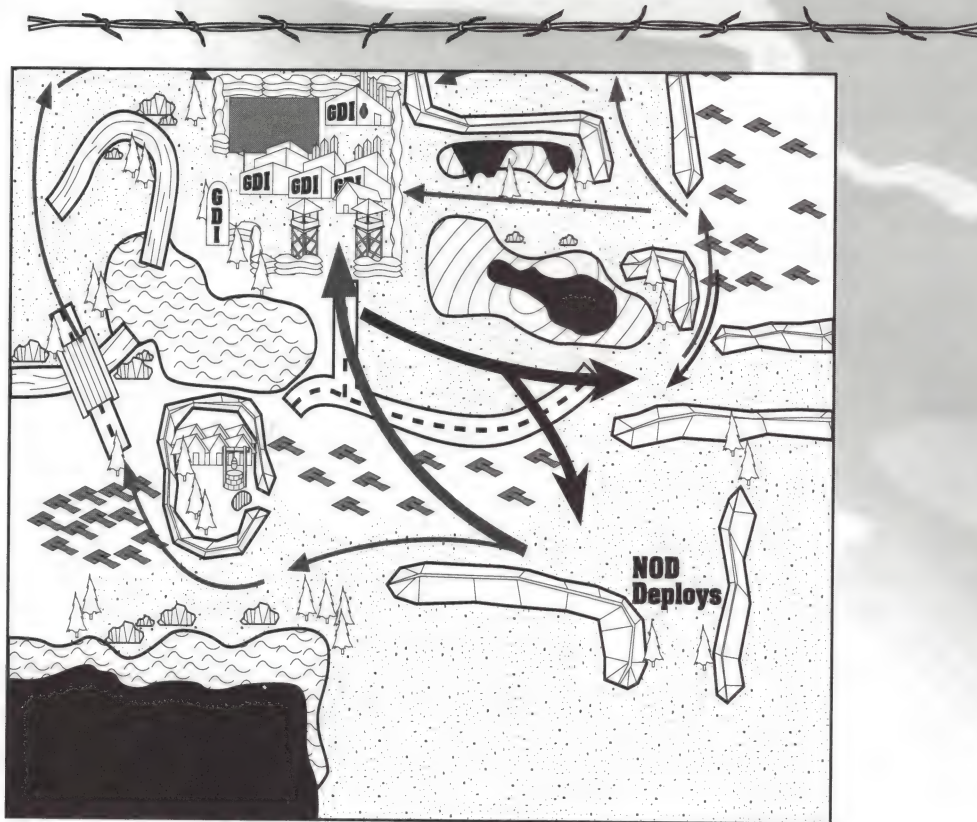
INTELLIGENCE REPORT

GDI is becoming increasingly agitated by Nod successes, and you can expect strong and determined opposition. Beware of GDI patrols in the initial stages of the mission—protect your base first; everything else comes second.

The terrain includes the perfect site for an all-out battle. For details, refer to the section below.

You can also try to attack the GDI base from the flanks, both east and west. I recommend that you build just enough motorbikes to give you two teams of at least three machines each. Run them up to the sides of the GDI base.





The opposition enjoys the advantage of calling in air strikes. These are delivered by A-10 Warthogs carrying napalm, and can wipe out a lot of your units if you aren't careful. However, since the GDI air strike controllers always target your northernmost units, you can avoid danger by sending a decoy, sacrificial unit north of your other forces.

Since the next level gives you only special missions to choose from, I don't see any real advantage to piling up tiberium credits.

STRATEGY

Your forces are deployed in the southeastern corner of the map. A line of cliffs protects you from the north and west, leaving the familiar northwestern opening.

There are strong GDI patrols in the area, so set up a defensive perimeter immediately. Do not even try to explore farther than necessary to gather tiberium (just a little off to the west), and gain enough visibility to be forewarned of an approaching enemy. Arrange your units in a tight defensive formation, set up your base and start producing infantry as quickly as possible. A couple of flamethrower guys are the logical first choice.

You'll have your hands full throughout the opening phase of this mission: GDI patrols include grenadiers, Hummers, and occasionally an Abrams tank. This last devel-



opment is actually welcome, because you have an occasion to destroy an Abrams under ideal circumstances.



You can build sandbag barriers during this mission. If you want to win this mission outright, I recommend you use the traveling sandbag tactic. Simply keep inching closer to the GDI base with your sandbags, finally sealing off the entrance and immobilizing GDI forces within and without. The appearance of a sandbag barrier completely stymies the computer player, which is sad.

Cut off from tiberium, and your enemy won't last long. However, I feel that relying exclusively on the traveling sandbag tactic makes gameplay relatively unexciting. So I'll assume you're a true commander who doesn't back down in the face of impossible odds. Let's follow a different path to victory, shall we?

For real excitement, fight an all-out battle—from an advantageous position, of course. The wide expanse of open space between you and the GDI base features a small roundish plateau with a village perched on top, a small tiberium field to the east, and a large tiberium field to the west. The tiberium fields are the ones used by the GDI harvester. When you take the plateau your guns command the approaches to the fields. You have a very defensible position, and you can destroy the enemy harvester and inflict huge losses on counterattacking troops if you play this right. (Remember grenadiers can toss grenades onto cliffs!). Keep your units out of range of return fire as much as possible, and attack GDI forces with a column from your base if the pressure on your plateau group gets too strong.

Resist the temptation to build a communications center. I recommend you build an airstrip first and then several buggies to increase your scouting ability and protect yourself against grenadiers. Then, proceed to reconnoiter the battlefield. Although the Nod motorbike is a better recon machine than the buggy, try to preserve the bikes for later on—trust me, they'll come in really useful.

The buggies scouting the sides of the battle map repeatedly encounter GDI units. Be patient and lead them onto the killing field in front of your defensive perimeter. Alternatively, you can try leading them with your vehicle across tiberium fields, back and forth. I've seen a single buggy dispose of a half-dozen assorted infantry this way.

At this point, your scouts should have given you a clear picture of the map. It's up to you whether a communications center is really necessary. A center makes things very convenient, but it costs a lot of money—and often necessitates an extra power plant. The *Command & Conquer* map scrolls very easily, and you can always use a couple of extra vehicles, can't you?

Whether you build a communications center or not, it's time to initiate some major offensive action against the GDI. The exact strategy depends on your style. As I see it, you can choose between conducting a series of attacks, starting with GDI flanks, or gathering enough units to attempt a final assault right away. This also involves attacking GDI flanks as a prelude to bigger things.



If you decide on the step-by-step approach, begin by targeting the GDI construction yard with your motorbikes. Fast enough to avoid getting entangled in a fire fight en route, three bikes are also more than enough to take out any building. Rush across the bridge, around the lake, and demolish the construction yard. Then rush back to your base. GDI infantry may block your bikes on the way back. However, I believe that three bikes in exchange for a construction yard are a good deal.

Having destroyed the yard, go after the weapons factory in the same manner. Wait a little while to catch your breath, replace lost vehicles and watch for a massive, avenging GDI attack. If it comes, your troops should make short work of it. Then repeat the long flanking attack maneuver along the eastern edge of the battlefield. This time, the target behind the sandbags is a weapons factory. You may also have an opportunity to deal with the GDI harvester on the final leg of your route, but resist the temptation—the factory is far more important.

The final attack involves diversions on both flanks of the GDI base to start with. You should move out the two light flanking columns as a prelude to the main force waiting just behind your front lines. Make sure there's a motorbike in each! If you get your forces rolling the moment the motorbikes commence firing rockets into the GDI base, you'll hit the enemy forces just as they emerge from their base to deal with the threat to their flanks. Without a weapons factory, there's nothing the GDI can do. It should be no trouble to deal with any remaining tanks or Hummers.

Once you defeat the first, strong GDI attack, move in closer to commence the assault on the base proper. Target the GDI guard towers with your bazookamen—they can get them while still out of range of return fire—and squash any approaching grenadiers with your light tanks. Protect your bazookamen from GDI infantry with buggies and flamethrowers. At this stage, you've won the battle, unless you commit a major blunder.

You effectively accomplish this mission the moment you destroy the GDI construction yard and weapons factory. However, don't forget this mission is not considered finished until you build at least one SAM site!

MISSION 6A—ABIDJAN, IVORY COAST

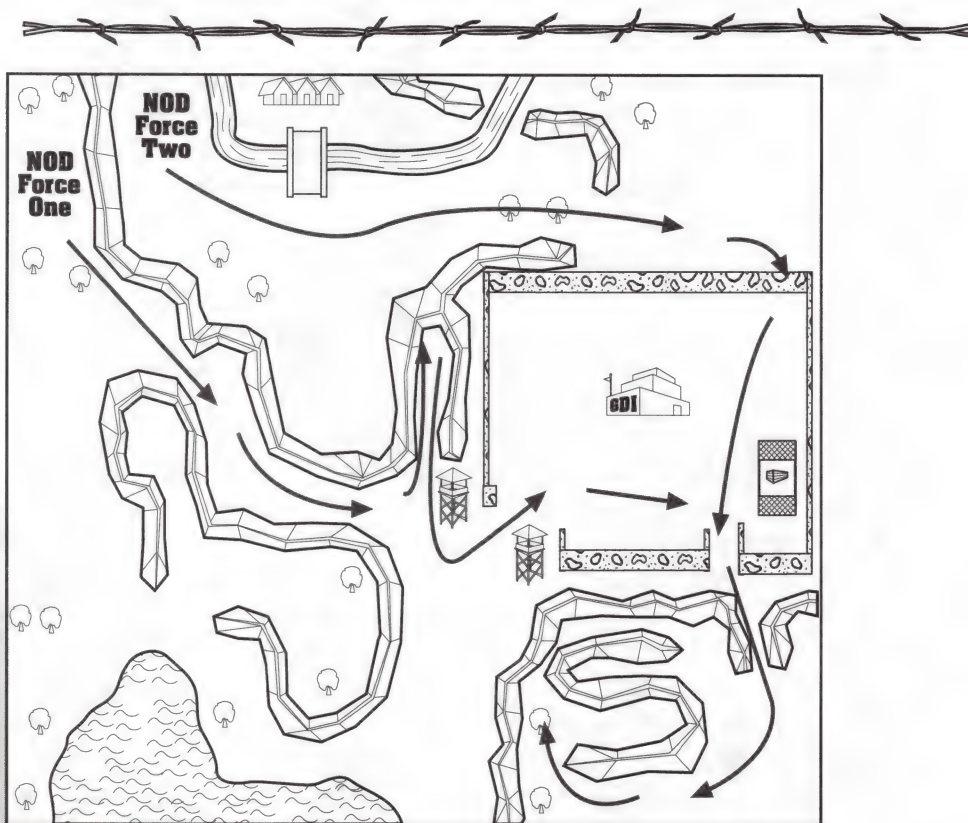
DIFFICULTY RATING: DIFFICULT TO VERY DIFFICULT—THE HARDEST OF THE THREE LEVEL 6 MISSIONS

MISSION OBJECTIVE: STEAL A NUCLEAR DETONATOR FROM A GDI BASE.

STARTING FORCES: 3 LIGHT TANKS, 1 RECON BIKE, 1 DUNE BUGGY, 6 BAZOOKAMEN, 6 MINIGUNNERS.

TACTICAL OBJECTIVES

I would wager that this mission is perhaps the supreme test of your skill to date. You must demonstrate excellent reflexes and leadership ability in coordinating the attacks of your feeble force.



This mission also tests your ability to evaluate firing ranges. To accomplish your mission, you must destroy targets without exposing your troops to return fire.

INTELLIGENCE REPORT

The nuclear detonator is inside a GDI base, and the base is heavily protected by assorted infantry, Hummers, and a half-dozen Abrams tanks. A split into two columns further weakens your already weak forces, and the weaker of these columns—the easternmost—has the only chance of getting at that detonator.

Use the stronger, westernmost column to clear the way for the other one. After dealing with the initial onslaught from the south by GDI grenadiers and a Hummer, inch a bike/buggy combo along the cliff until you spot a GDI grenadier. Deal with him and his friend farther south with your vehicles or bazookamen. That should bring a GDI tank, also hidden atop that cliff, within range of your guns. Destroy it, and proceed south and east. You'll come across another Abrams atop a cliff. While you're dealing with it, a couple of GDI tanks could well appear to your rear. I've found that it's possible to destroy all those vehicles, but not without losses. Whatever remains of your westward column—hopefully, you'll still have a couple of vehicles—should then move east until you come to the canyon next to the GDI base. Go north



up the canyon and lurk there with your units arranged defensively while you move your other column.

Move your other column out as soon as the second cliff-top Abrams makes an appearance, and run like hell to the east. Keep as far north as possible. Once in sight of GDI sandbags, your column should go around the enemy base from the north, where it must deal with a solitary Hummer. Keep that bike intact!

Finally, you should arrive at a spot at the GDI base's northeastern corner. Use the bike and/or bazookamen to blow a hole in the sandbags and lead the way in with the tank.

Before you do that, however, I suggest you use your forces in the canyon to initiate an attack of the northernmost of the two GDI guard towers. This brings out some infantry and, if you continue fighting, a Hummer and an Abrams. At this stage, this is when you get your northern force moving.

The detonator is in the eastern part of the GDI base, surrounded by a fence. Use your tank or bike to blow a hole in it, dash in with the bike, and head south. Don't even bother about the rest of your forces, although massed GDI infantry just wait to be squashed by your tank.

Once you get out, drive down to the pickup spot, and you're done.

MISSION 6B—PORTO NOVO, BENIN

DIFFICULTY RATING: DIFFICULT—(BUT THE SECOND EASIEST OF THE THREE LEVEL 6 MISSIONS)

MISSION OBJECTIVE: IDENTICAL TO MISSION 6A—STEAL THE NUCLEAR DETONATOR.

STARTING FORCES: 3 LIGHT TANKS, 3 RECON BIKES, 2 DUNE BUGGIES, 6 BAZOOKAMEN, 6 MINIGUNNERS.

TACTICAL OBJECTIVES

You are expected to show your prowess as a commander by coordinating unit movement as you attack very strong opposition. This involves some quick mouse-work on the battlefield.

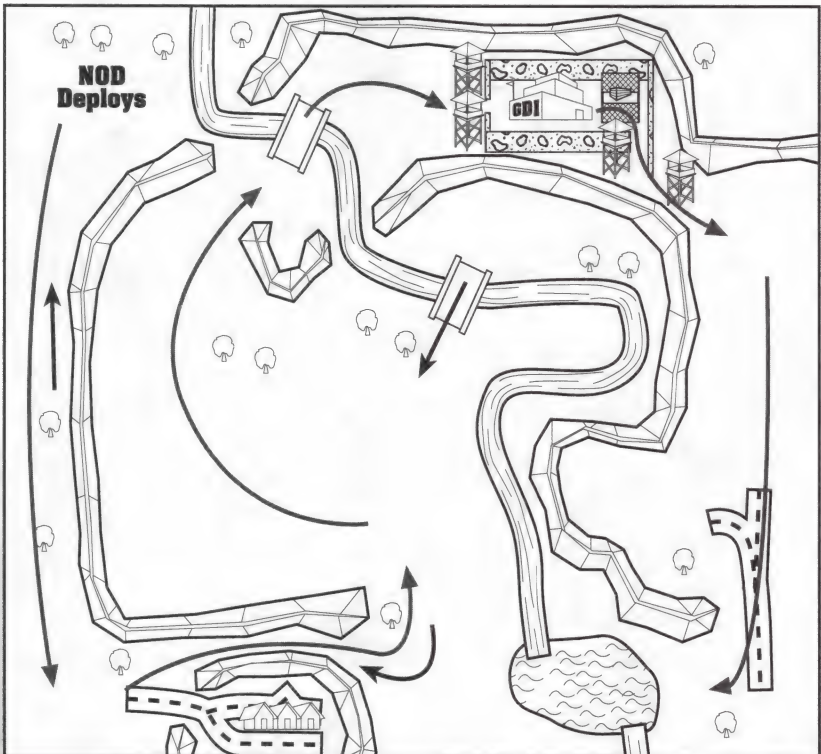
INTELLIGENCE REPORT

This mission is similar to Mission 6a. However, your forces are stronger, and they are grouped into a single column. I've found that this makes your objective significantly easier.

The terrain in this mission is also easier than in the previous one.

STRATEGY

You start the mission in the northwestern corner of the battlefield. Arrange your troops in the universal formation and advance cautiously, probing with buggies to draw out the enemy. The combined might of your forces is enough to deal with any Abrams tanks, Hummers, or grenadiers thrown your way.



Note the cliff immediately east of your forces. It sweeps out to the east and peters out. Follow its line, and round its end. There's a medium tank on the bridge just north of you. Entice it with a buggy to step into the fire of your bazookamen. Then send your tanks as far east as they can go on the north side of the river. A cliff line to the north makes the northern bank very small, and just behind the cliff line you'll see the GDI sandbags and one of the southern guard towers protecting the base. Destroy it with your tanks (I have used motorbikes for that purpose, but they have to shoot into the dark because their sighting range is too short).

Pull your tanks back, regroup, and proceed to advance west of the river, then turn north, then east again. You won't see the GDI's western guard towers until they open fire—be ready to turn your leading vehicle around quickly. Proceed to destroy the guard towers with your bikes, tanks, and possibly bazookamen. At the same time, keep a wary eye on a GDI counterattack that consists of a Hummer and some infantry. Protect your bazookamen. I recommend you use tanks to squash enemy infantry.

After destroying the guard towers, enter the GDI base. Push your tanks forward. The barracks are straight ahead, and if you click your mouse in time you'll squash several GDI infantrymen. The nuclear detonator is enclosed in a cage of fencing in the southeastern part of the base. Reconnoiter with your buggy, then bring your motorbike up, blast a hole in the fencing, and grab the detonator.

There's only one way to the pickup point—through the southern gate to the base. Keep your bike as far to the west as possible (If you followed my battle plan, you should have destroyed the guard tower on that side earlier). Your bike will catch a couple of bursts from the other tower, but it should slip through provided its health bar's still yellow at the beginning of the escape run.

Drive south to the pickup point. That's it.

MISSION 6C—ABUJA, NIGERIA

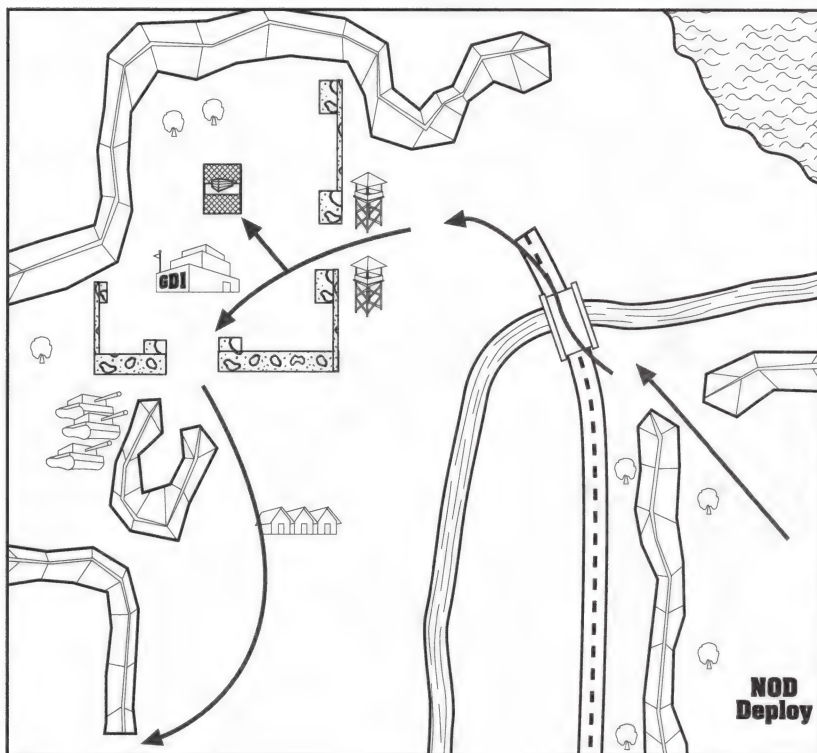
DIFFICULTY RATING: MODERATE TO DIFFICULT—THIS IS THE EASIEST OF LEVEL 6 MISSIONS.

MISSION OBJECTIVE: SAME AS IN OTHER LEVEL 6 MISSIONS—STEAL GDI'S PRECIOUS NUCLEAR DETONATOR.

STARTING FORCES: 3 LIGHT TANKS, 1 RECON BIKE, 1 DUNE BUGGY, 2 BAZOOKAMEN, 4 FLAMETHROWERS, 4 MINIGUNNERS, 3 ENGINEERS.

TACTICAL OBJECTIVES

Same as in the two other Level 6 missions. This time, however, you have flamethrowers tossed into the mix. Remember, your units burn as easily as the enemy's—keep them clear!





You coordinate movement of mixed infantry and vehicles, taking care to protect your money-making engineers. Having dealt with enemy infantry, armor, and light vehicles, you launch your units in a simultaneous attack on GDI guard towers, while maintaining a defense against counterattacking infantry.

INTELLIGENCE REPORT

Your forces are weaker than GDI's, but Nod agents have managed to incapacitate three enemy tanks.

The terrain is relatively easy. You must cross a tank-guarded bridge, but a single tank is no match for your force.



As a bonus, you are given three engineers. Use them to make money from GDI buildings; in my experience, the credits come in handy in two of the missions on the next—seventh—level.

STRATEGY

Your forces are deployed in the southeastern corner of the battlefield. The exit is through the familiar northwestern gap.

Before you can move out, however, you must deal with a couple of GDI bazookas. These units are followed by a couple of suicidal grenadiers. Finally, after destroying a kamikaze Abrams tank, you can get going.

It is essential that you preserve your vehicles. For this reason, I recommend that instead of arranging your units in a standard attack or universal formation, move out with your infantry. Send a couple of flamethrowers north of the exit, and a couple south to deal with the GDI grenadier that is hidden in a nearby tree. Then move them north to set up a flamethrower ambush for GDI infantry coming from the northwest. Beware of stray GDI infantry to the west.

The infantry battle over, assemble your units in a universal formation and destroy the tank on the bridge to the northwest. Cross the bridge with your armor and get rid of the Hummer on your left. Swing west toward the GDI base, following up with the rest of your forces. Have the tanks, bazookas, and motorbike attack the guard towers while your remaining forces take out solitary counterattacking infantrymen. Then push all your forces (except your motorbike) toward the GDI refinery or any other worthy buildings. I suggest you squash massed infantry with tanks rather than shooting it out.

By this time, you should see the detonator. It sits in an open enclosure of fencing. Race in with your bike, simultaneously sending your engineers toward GDI refinery, barracks, or any other worthwhile buildings that appear accessible.

If you are very good, it's possible to take over the GDI base by capturing the barracks, power plant, and refinery; knock out remaining GDI forces, and merrily pile up tiberium credits in preparation for a Level 7 mission. However, it's easier and safer



Fig. 4.1. The computer opponent often seems baffled by your moves. Sometimes you can steal the crate while GDI troops just look on, as shown here.

to grab the nuclear detonator with your bike and race out of the base through the southern exit. Keep as much to the east as possible—you don't want to run into the three Abrams tanks lined up to the west.

Proceed south to the embarkation point.

MISSION 7A—KOULA-MOUTOU, GABON

DIFFICULTY RATING: DIFFICULT

MISSION OBJECTIVE: THE VILLAGERS OF KOULA-MOUTOU UNWISELY INSIST THAT A NEARBY TIBERIUM FIELD IS THEIRS. WIPE THEM OUT. GDI FORCES IN THE AREA ARE WEAK AND OF MINOR IMPORTANCE.

STARTING FORCES: 2 LIGHT TANKS, 4 BAZOOKAMEN, 4 FLAMETHROWERS, 4 MINIGUNNERS, 2 ENGINEERS.

TACTICAL OBJECTIVES

Whatever you learned while completing Level 6 comes in very handy. The opening mission closely resembles Level 6 missions, only this time you mostly have defenseless civilians to deal with. Later on, things change—GDI presence becomes strong.

Your tested ability to evaluate firing ranges will prove extremely useful. So will smart use of sandbag barriers.

INTELLIGENCE REPORT

Contrary to earlier reports, GDI has a strong base in the area, complete with a weapons factory and guard towers. What's more, it's not enough to wipe out the civilians to accomplish this mission. You should eliminate GDI presence as well.

Some time after the beginning of this mission, you are given command over a damaged Nod base in the northeastern corner of the battlefield. However, capturing a GDI power plant and (optionally) the adjacent hospital allows you to build a base right on the GDI doorstep.



The terrain in this mission is quite difficult, but it offers you a couple of exceptional opportunities to pull off spectacular coups. For details, refer to the following section.

Pile up as many tiberium credits as you can by the end of this mission. They'll be extremely useful on the next level.

STRATEGY



Your forces start this mission midway down the eastern edge of the battlefield. Go south—there's no other way. Move out in a defensive formation, and torch civilian buildings with your flamethrowers as soon as you see them. I've found that the bazookas do a great job of finishing off the buildings.

After you've wiped this part of the village off the map, take the bridge visible to the northwest. Turn west after the bridge. You'll see the edge of a large, long cliff, running south and west. Deploy all your forces (save for a bazookaman and a tank) in a defensive formation just east of the narrow canyon to the north of this cliff. Proceed south, leading with the tank.

Through most of this journey, you'll be able to make out the fencing around the GDI base—yep, it's atop that cliff. You'll come to a spot where the edge of a building is also visible. That's the GDI weapons factory. Target it and keep shooting until it's destroyed.

The GDI sends a force east to deal with this threat—a Hummer and an Abrams. Both try to get down south, running straight into your ambush. Destroy them; then leave two bazookas opposite the weapons factory (GDI will rebuild it, and you will destroy it again) and head west into the narrow canyon. Lead with a tank closely followed by a flamethrower guy—a tank has superior sighting range—and attempt to run down any opposing grenadiers.

Once the canyon widens and you see the first civilian buildings, pull up the rest of your units (including the engineers) and systematically destroy the rest of the village. Leave the job to the flamethrowers, and jump north to your newly acquired, though damaged, Nod base. Start repairing it the moment you get it. I suggest that you turn out a couple of minigunners to supplement the five bazookamen you get as a present with the base. Your base will be subjected to constant GDI attacks, so you should turn out some extra infantry as soon as possible. Fortunately, attacking GDI units will fixate on your buildings—if you let them target structures at the outset. Your infantry should deal with them every time they appear.

In the meantime, your southern forces will have destroyed several civilian buildings. Move your tanks, or a couple of bazookas, as far south as you can against the curve in the cliff that protects the GDI base from the north. You can target the north-eastern GDI guard tower without fear of return fire. Use your flamers to destroy the church you'll see just north of the entrance to the GDI base. When its walls finally



fall, you'll see a crate containing 2,000 credits—very handy. If you've just destroyed the northeastern guard tower you can retrieve the credits without taking any hits

At this point, GDI finally become really agitated and pour out of their base. While part of your forces slows the enemy down, rush your engineers and as much infantry as you can spare to the western edge of the map, then south. You'll see a power plant and a hospital guarded by a lone grenadier. Distract him with an attack by one of your infantrymen and capture the power plant and hospital with your engineers. Sell the hospital instantly, build a barracks, then start building sandbags. Extend the sandbag barriers to seal off the GDI base.

At this stage, you're free to try whatever strategy you like. I've found that destroying the rebuilt weapons factory again and again greatly weakens GDI defense. Move in at your leisure, targeting GDI troops with your bazookas, positioned at the edge of their range behind your protective sandbag barrier. Remember to put barriers around any GDI troops arriving to strengthen base defense—they stand somewhat stupidly, wondering where the entrance went. Once you fire at them they try to move against you, but they can't if you've blocked them in.

MISSION 7B—BERTOUA, CAMEROON

DIFFICULTY RATING: DIFFICULT

MISSION OBJECTIVE: SAME AS IN MISSION 7A, ONLY THE VILLAGE AND THE COUNTRY ARE DIFFERENT. GET RID OF THE VILLAGERS, WHO ARE BOTH SICK AND GREEDY.

STARTING FORCES: 3 LIGHT TANKS, 3 RECON BIKES, 3 DUNE BUGGIES, 3 BAZOOKAMEN, 3 MINIGUNNERS.

TACTICAL OBJECTIVES

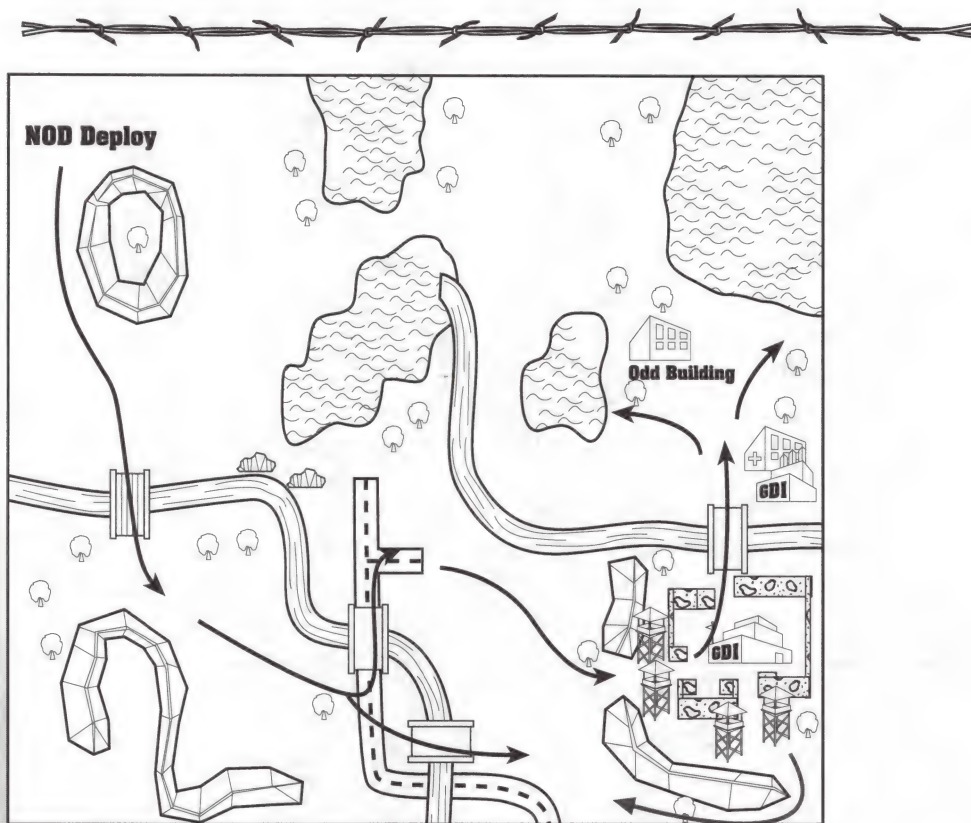
Your first objective in this mission is to make your base impregnable to GDI attacks. After that, I recommend you consider the traveling sandbag tactic to cut off the GDI base. It is probably the most economical solution, and money is a serious consideration in this mission.

INTELLIGENCE REPORT

The village of Bertoua is only accessible through a GDI base, and GDI presence is very strong in the area. Since you need plenty of cash to get a swift start on your next level, I suggest you aim for the annihilation of both GDI forces and the villagers in the most economical manner possible.

Rumor has it that GDI and the villagers at Bertoua are at odds. This could result in GDI wiping out the village for you.

To make things easier, Nod agents have pinpointed the perfect site for your base in the area.



STRATEGY

Your forces are deployed in the northwestern corner of the battlefield. You are encircled by a river and with a handy tiberium field to the east. Your position is very defensible.

In my opinion, the key to victory lies in holding the two bridges to the south while you build your base. Start extending sandbag defenses toward the bridges the moment you complete your four basic buildings. Then use the traveling sandbag tactic to form a bridgehead on the southern shore. Use long-range weaponry extensively to destroy GDI troops massing in front of your sandbag barriers. Prepare for a GDI breakout if one of your rockets accidentally demolishes part of your barrier! I've gone so far as to build a double line of sandbags in some instances.

Inch forward in this manner to cut off GDI forces in the west from their base, and to block the base itself. Destroy the enemy base at your leisure. Then dispense with GDI forces in the west, and finally (when you decide you've got enough credits), with the village. It's just north of the GDI base.

Remember to sell everything off before the mission ends. You need as many extra credits as possible for the next mission.

The villagers of Bertoua and GDI may very well have started shooting at each other during this mission. If that's the case, you don't need to do much, because GDI will accomplish your mission for you.

MISSION 7C—BENGASSOU, CENTRAL AFRICA

DIFFICULTY RATING: DIFFICULT

MISSION OBJECTIVE: CAPTURE GDI'S NEW ORCA HELICOPTER—AND THEIR BASE WHILE YOU'RE AT IT. USE THE CHOPPER TO DESTROY THE VILLAGE.

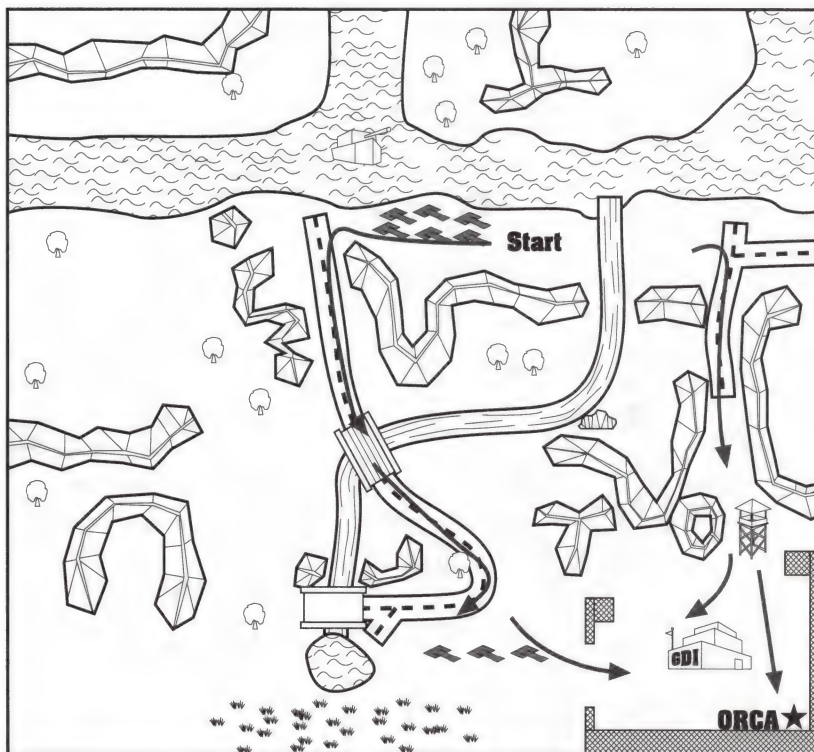
STARTING FORCES: 3 LIGHT TANKS, 3 RECON BIKES, 3 DUNE BUGGIES, 4 BAZOOKAMEN, 4 FLAMETHROWERS, 4 MINIGUNNERS, 4 ENGINEERS.

TACTICAL OBJECTIVES

During this mission, you must make good use of all the skills acquired to date, and learn some new tricks that prove useful in the near future. These include avoiding GDI gunboats, as well as capturing a GDI base and turning it into yours. You also have a chance to operate the new GDI Orca helicopter in combat, and get familiar with its strengths and weaknesses.

The geography of the terrain is quite favorable, and I suspect you'll have little trouble coordinating your forces even though they are split into two columns.

Make sure you have as many tiberium credits as possible at the end of this mission.



**STRATEGY**

Your forces are split into two columns. The more important one contains all the infantry together with a single light tank, as well as the engineers, who are crucial to accomplishing this mission.

The other column, which consists exclusively of vehicles, also plays an important role. Move it out the moment play begins, and engage grenadiers to its west. Then retreat quickly from the shore because the GDI gunboat should appear around that time. Its rockets make short work of vehicles!

After the gunboat passes, move your vehicle column west and around the lip of the cliff. Proceed southeast with caution—GDI vehicles and infantry lie in ambush.

Your vehicle column should, by now, be at the bridge that marks the approach to the GDI base. Throw them across the bridge, engaging any units you might come across. But don't fire at the GDI harvester—it will be yours soon enough. In most of my battles, the field in front of the western base entrance is empty, allowing my troops to push my vehicles to the base of the cliff that borders the field to the north. By employing this maneuver, you too should be able to destroy the Abrams tank the GDI put there.

This is the ideal time to call your other column into action. Form it into a defensive formation, with solitary flamethrowers leading on the wings. Move south into the canyon whose mouth is just visible. GDI infantry lie between you and your objective—the northern entrance to GDI base. However, I don't think your column should have a problem fighting its way through. Remember to protect your fragile units—both the bazookamen and engineers are vital to your success.

A single tower guards the northern entrance. Take it out with your tank and a bazooka. Remember to keep out of range of return fire. The open space in front of the tower provides a parking spot for your tank, although it catches a burst or two on its way there.



After the tower falls, move all your bazookas just east of the base entrance. Lead the way into the base with your tank, followed by your flamers. The group of GDI infantry you'll see will stay put until your bazookamen start shooting rockets into them. Send an engineer down to capture the Orca and its helipad—in my experience usually unguarded—and destroy the GDI infantry by the northern base entrance. Advance westward through the GDI base. Make sure you capture the construction yard with one engineer, and use the third one for the GDI weapons factory. Keep the fourth engineer for the refinery—wait till the harvester's parked inside, unloading.

Hunt down remaining GDI forces. An Abrams sleeps northeast of the bridge your vehicle column took. I suggest you use your new Orca. After you amass enough credits, sell everything and destroy the village north of the base—you'll see a smoke signal—disposing of a GDI bazookaman first. Watch out for the gunboat's rockets during the Orca missions.



INTELLIGENCE REPORT

This mission pits you against new GDI weaponry. The GDI forces include two Orcas. While dangerous against vehicles and structures, these aircraft are laughably impotent against infantry.

The terrain is difficult—the former GDI base is open to attack. Use your new turrets to remove any enemy threat to your buildings.

A fence enclosure in the GDI base contains a mysterious crate. Rumor has it you must capture it to obtain nuclear weapons in the last Nod mission. However, reportedly you also must find a crate in missions 10 and 12 to obtain said nuclear weapons. I have not seen one crate plank in missions 10a, 10b, and 12. Admittedly, I may have missed it in Mission 12, being disappointed by my previous lack of success in 10a and 10b. Maybe you'll have better luck....

STRATEGY

Your forces are deployed on the southern shore of a river. A road lies immediately east of your infantry. They all face that way, and that's where you should command them to go.

I recommend you move out in a defensive formation. After dealing with two weak GDI infantry attacks, you must contend with an Abrams tank. Attack it using standard Nod infantry tactics (described in Chapter 2). Proceed west to receive a transport chopper and a small Nod base.

At this point, a smoke signal reveals the location of the GDI base you are to capture. I suggest you produce a good half-dozen flamethrowers plus whatever other infantry you can afford, plus three engineers. If you're strapped for money, you'll probably have to sell the Nod construction yard to get anywhere. This will probably give you an engineer, but in my experience you can't count on it.

Ferry four soldiers and one engineer to the abandoned GDI base. Capture the buildings, build a new Hand of Nod or GDI barracks, and start turning out infantry even as you ferry more troops from your first base. You must fend off several weak to moderate GDI attacks, including both infantry and vehicles—get bazookas in position quickly.

After you establish a firm defensive perimeter and capture the GDI harvester inside the refinery, build up your base fortifications—sandbag barriers and turrets. I suggest you go after any GDI units you can find and lure them under the guns of those turrets. Remember to scatter anti-Orca bazooka teams in strategic places—the GDI has two helicopters.

As your next step, destroy the enemy harvester. GDI reacts strongly; keep drawing them under turret fire. After you destroy the new harvester or two GDI builds, the enemy forces are ripe for defeat.

Clean out the cliffs guarding the southern approach to the enemy first—you'll find at least a single tank there. I suggest you destroy the guard towers in the standard manner. Deprived of tiberium, your enemy will be troublesome, but not much more.

MISSION 8B—LODJA, ZAIRE

DIFFICULTY RATING: DIFFICULT

MISSION OBJECTIVE: SAME AS MISSION 8A. USING A DAMAGED NOD BASE AS A SPRINGBOARD, CAPTURE THE ABANDONED GDI BASE, THEN ELIMINATE GDI IN THE AREA.

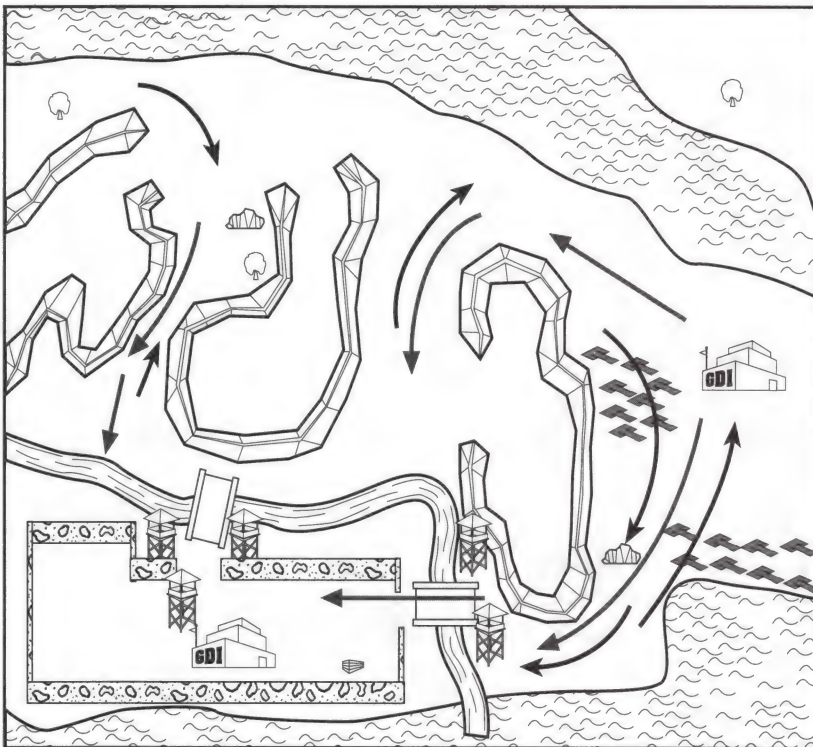
STARTING FORCES: 4 BAZOOKAMEN, 6 MINIGUNNERS.

TACTICAL OBJECTIVE

Again, you learn to use a transport helicopter to your best advantage. You'll also need to incorporate turrets into your defense, and possibly your offense. However, in this mission you must deal with GDI gunboats and the advanced guard tower. Armed with rockets, this GDI structure is dangerous to aircraft, vehicles, and infantry alike.

INTELLIGENCE REPORT

As in Mission 8a, the GDI base harbors a mysterious crate. Capture it. Maybe you'll get lucky later on, and find the elusive third (and possibly also fourth) crate needed





to obtain nuclear weapons. However, you should note that in the hundreds of hours I've played *Command & Conquer* I haven't been able to find all of the components to this weapon.

STRATEGY

As in Mission 8a, your forces start separated by a river from their ultimate objective. This time, you start in the northeast corner of the map. The northern placement makes this mission more difficult than 8a, because GDI air strikes continually harass your Nod base.

Proceed west from the starting point with your infantry in defensive formation. After dealing with weak enemy infantry and a medium tank, you should see the Nod base and get a transport chopper. Build extra troops and capture the GDI base in a standard helicopter assault as described in Mission 8a.

Here, your base is more defensible than in Mission 8a. However, the tiberium field south is under fire from GDI gunboats. If you don't want to repair your harvester constantly, deal with them first. Turrets are your best bet, since GDI gunboats often seem unable to recognize them as enemy targets.

In addition to dealing with the gunboats, quickly establish a strong perimeter. I suggest you build sandbag barriers with turrets on both approaches to your own base. You should also consider extending southern defenses right up to the eastern entrance to the GDI base. I suspect this is the most cost-effective method for accomplishing your mission.

Otherwise, follow the strategy described in Mission 8a. After consolidating your defense and cutting off your enemies from tiberium, attack the GDI base. Begin with a diversionary attack from the north, shelling GDI guard towers while you're safely out of range of return fire. Then attack with all your might at the eastern end. Take down the guard towers and conduct a regular base assault.

Retrieve the crate stored in the GDI base—it's right by the eastern base entrance.

MISSION 9—LUXOR, EGYPT

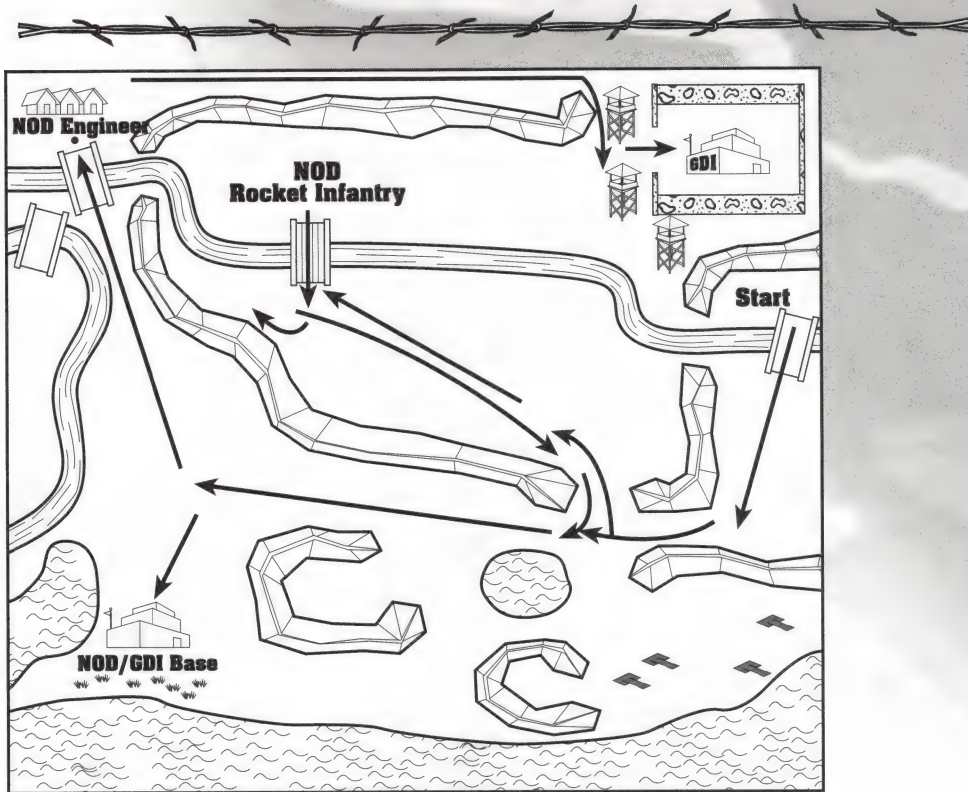
DIFFICULTY RATING: MODERATE TO DIFFICULT

MISSION OBJECTIVE: CAPTURE A GDI BASE AND USE IT TO ELIMINATE ALL GDI FORCES IN THE AREA WITH STARTING FORCES THAT ARE BOTH WEAK AND DIVIDED INTO THREE GROUPS.

STARTING FORCES: 1 COMMANDO, 4 BAZOOKAMEN, 2 ENGINEERS.

TACTICAL OBJECTIVES

By now, you should have mastered the art of choosing the right tactics to execute a given strategy. If you haven't, I have no doubt this mission will mean lots of trouble for you.



Your main objective is to form a single force from the three groups of units you have at the outset of the mission. Your strongest unit is the commando; if you lose that unit, you lose the mission.

Once you manage to weave your units into a single force, you capture a GDI base—strictly speaking, two GDI buildings—and transform it into a Nod stronghold. You’ve accomplished this objective before, but the circumstances this time around make it different.

Another characteristic of this mission is the emphasis on timing. In many of the previous missions, you could afford to take all the time you wanted to plan and execute your moves. Not this time around. You must hurry to avoid coming up against GDI armor in the mission’s first phase, and then to confront other GDI units on your own terms—not theirs. Quite a challenge.

You also have the opportunity to produce and use a new Nod unit—artillery. In my opinion, artillery makes assaulting the GDI base much easier.

**INTELLIGENCE REPORT**

Your mission is to salvage another failed Nod attempt to capture the GDI base. The success of that operation is limited to setting up a construction yard in a GDI base that is under construction itself.

Given the initial setup—weak forces split into three groups—this mission appears very difficult. However, if you follow my advice, use the commando right, and activate your units in the right sequence, you should have less trouble accomplishing this mission than some of the previous ones. The commando is a very powerful unit!

A GDI gunboat passes by the GDI base, but you can deal with it easily using the turret tactic.

STRATEGY

Your forces are split into three groups at the beginning of this mission. The commando is deployed near the eastern edge of the map, the engineers near the northwestern corner, and the four bazookamen just west of the engineers, but separated from them by a ridge.

Do not attempt to move anything but the commando first. You must hurry, too. GDI patrols are aggressive in this mission, and an air strike threatens.

The commando can go only one way—south. Get him going, killing the GDI minigunners along the way. You'll find that your commando is traversing a small plateau, and there's only one exit—the southwest.

Deal with the four GDI grenadiers patrolling the exit area. Order your commando to march west, with a slight tilt to the north. You'll see cliffs marking the entrance to another plateau, like the one your commando just left. In both cases there's even an acacia tree growing near the southern cliff. Order your commando to advance over this plateau, which curves north after a while—that's the best way I've found to get to the bazookamen. Hurry—time is short.

Link up the bazookas with the commando, then turn back south. Stop the bazookas south of the bridge and arrange them into a defensive formation. Walk the commando west to the edge of the cliff, and take a couple of shots at the GDI patrol visible to the west. Your enemy consists of grenadiers and a Hummer, and will charge after you—straight into your ambush.

Start moving your engineers the moment the Hummer/grenadier patrol blocking their way goes after your other group. Link your units as quickly as possible—they'll probably meet south of the curved plateau you've just traversed twice. Proceed to the GDI base in the southwestern corner of the map. Don't go too far south—the river and the gunboat are there, and the gunboat's rockets can end your mission in an instant. I speak from experience here. You may also run into an Abrams tank if you don't move fast enough; standard infantry anti-tank tactics work well here, since the commando moves very fast.



You find no opposition in the base itself, so capture the two GDI buildings and get going on construction, fast. You should have a pile of credits from the previous mission—put them to good use. Also, send out a small task force to destroy the church in the village north of your new base. The ruins contain a crate with 2,000 credits.



Follow the standard strategy in building up your base. Turrets are very useful—use the traveling sandbag tactic to cut GDI's supply of tiberium, and thwart enemy counterattacks. Send out a decoy to deal with GDI air strikes. If you have the patience, racing a recon bike into the GDI base during the air strike can cause your enemy great damage.

You've defeated GDI in the open; now it's time you mounted a base assault. Produce several artillery units—although slow and vulnerable, I've found them to be quite effective for dealing with enemy infantry and base structures. Use a couple of artillery pieces to pound GDI guard towers to dust. The remaining artillery should fire on counter-attacking infantry.

Prepare and conduct an assault on the enemy base. It should be easy by now.

MISSION 10A—CAIUNDO, ANGOLA

DIFFICULTY RATING: MODERATE TO DIFFICULT—DEFINITELY THE RECOMMENDED CHOICE FOR LEVEL 10

MISSION OBJECTIVE: LOCATE A GDI RESEARCH CENTER, AND KILL THE SCIENTIST RESPONSIBLE FOR DEVELOPING GDI'S NEW ORBITAL WEAPON.

STARTING FORCES: 1 COMMANDO, 2 FLAME TANKS, 2 LIGHT TANKS, 2 ARTILLERY PIECES, 3 DUNE BUGGIES, 6 BAZOOKAMEN, 6 MINIGUNNERS.

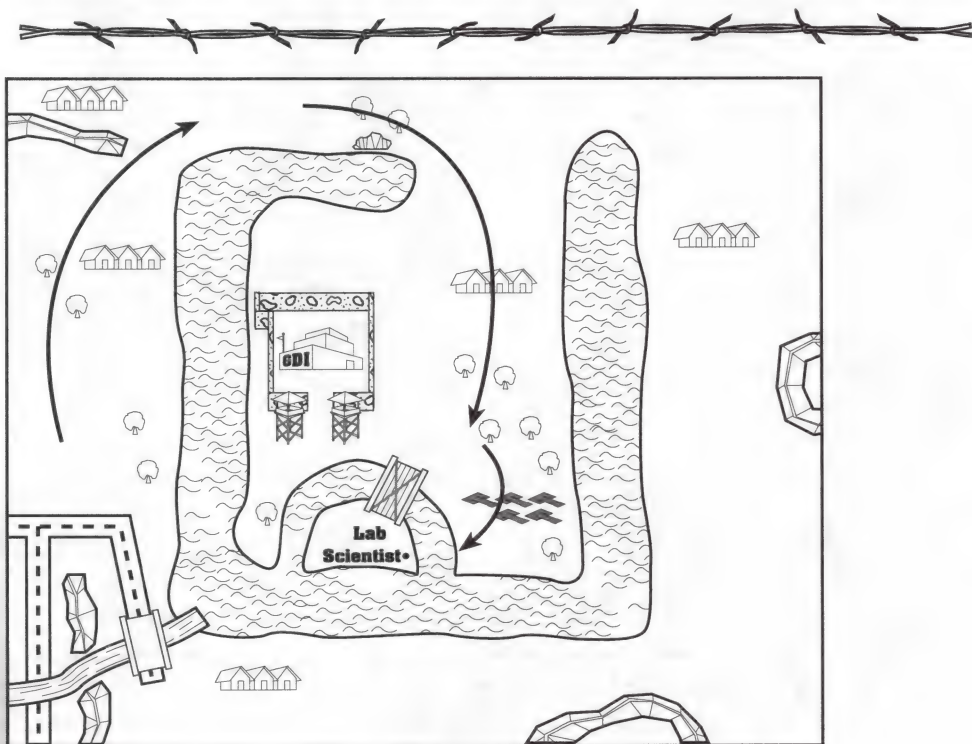
TACTICAL OBJECTIVE

On this mission, you get to use the newest item in the Nod arsenal—the flame tank. It is extremely effective against infantry, and good at destroying structures. However, I don't think you really get the chance to see how it works on this mission. Your forces are simply too strong!

Your main difficulty in this mission is to coordinate unit movement in a very restricted space. This could make your units prime targets for GDI grenadiers. However, with all the firepower at your disposal, I've found that the GDI forces aren't a real threat.

INTELLIGENCE REPORT

The enemy research center is located on an island in the southern part of the lake. GDI presence is weak, and either route is practical.



Nonetheless, you'll find the going easiest if you take the northern route, even though you have to deal with a weakly defended GDI base en route. The southern approach leads through a village, where movement is very restricted. This has caused me large casualties—it's those grenadiers again.

STRATEGY

You start this mission midway up the western edge of the battle map. Quickly reshuffle your forces into a universal formation. There's not much space (and you may be short of time to do the job properly), but get all flame weaponry out on point where it will only damage the enemy. Next, move out north. Expect infantry attacks in the meantime, though your commando should be able to take care of them even as other units are busy taking up position.

This battlefield is dotted with buildings that obstruct your movements. You will have to get a few out of the way before your force can proceed. You are also repeatedly attacked by weak to moderate GDI forces—first infantry supported by light vehicles, then armor. None of these should do much damage to your forces.

Throughout it all, keep going north, then turn east. At one point, the shoreline narrows so much you can only squeeze through a unit at a time. Continue moving east. A large rock marks the beginning of a peninsula reaching south into the lake.



The first building you see resembles a power plant crippled by polio with a civilian standing beside it. There's nothing like this structure in the *C&C* manual, and I personally have not learned its significance. I destroyed it just in case.

Lower down, the peninsula widens, and you'll see a group of oil wells. Use the space to spread out your forces into a formation for base assault.

The GDI base is located just southwest of the oil wells. It has a southern entrance defended by guard towers, but nothing else. If you want to finish this mission in a hurry, send your artillery down past the base's east side and into the tiberium field at the end of the peninsula. If you move your artillery to the western edge of the field, you will be able to see and destroy both the GDI research center—an advanced power plant and research center proper—or kill the scientist in front of the buildings. He wears a white lab coat.

Alternatively, you may want to make use of the transport helicopter that appears at this stage of the game. You can transport any of your infantry to the island to do the same job.

Yet another alternative, of course, is to take the southern route, and approach the island with the research center from the south. To do so, you must fight your way through a village crawling with GDI. The simple solution here is to put your units in a defensive formation, and let your artillery pound the village to dust, advancing bit by bit. You shouldn't have too much trouble taking care of any counterattacking GDI forces.

Having cleared the way of civilian buildings and GDI troops, probe northeast until you can see the research center and the scientist. Both your commando and the artillery can get at him from the southern shore.

Rumor has it this mission can yield you a crate necessary to obtain nuclear weapons in the last Nod mission. I have not seen crates around, despite destroying every single building on the map and searching far and wide while the scientist loitered around, awaiting execution.

MISSION 10B—MZUZU, TANZANIA

DIFFICULTY RATING: VERY DIFFICULT

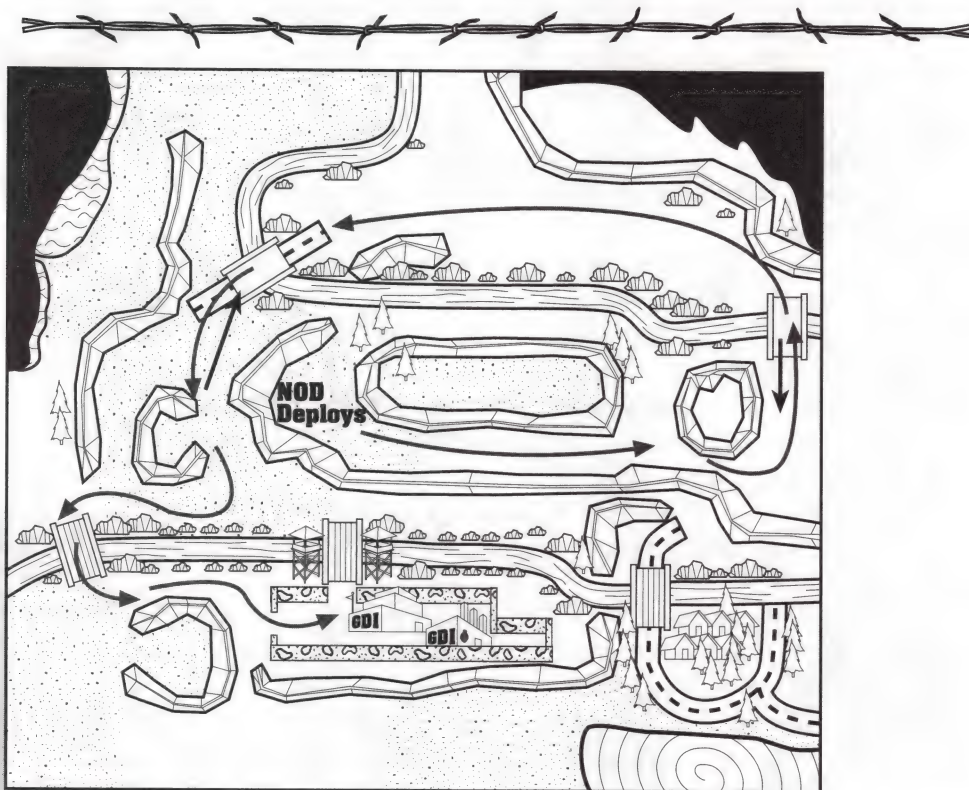
MISSION OBJECTIVE: DESTROY GDI'S MAMMOTH TANK FACTORY, ALONG WITH WHATEVER MAMMOTHS HAVE ALREADY BEEN PRODUCED.

STARTING FORCES: 1 COMMANDO, 1 ARTILLERY, 8 BAZOOKAMEN, 1 ENGINEER.

TACTICAL OBJECTIVES

In my opinion, this is one of the most difficult missions in the entire game. You will need all the reflexes and experience you've got to accomplish your goal.

In this mission, timing and precise coordination of unit movement are all-important. You will use your commando for a variety of purposes: reconnaissance, sniping,



demolition, and even as a lure—yes, that precious unit will be used to draw enemy fire. It goes without saying that if you're going to use your commando successfully later on, he'll have to survive the experience with barely a scratch.

Your eye for ranges will also be important, which will help you avoid unnecessary risks. All in all, I feel this mission truly tests your knowledge of what the units under your command can do, and of how best to exploit their special abilities.

INTELLIGENCE REPORT

The terrain in this mission is difficult, and the opposition many times stronger than your somewhat meager force. Your only hope lies in the fact that most GDI troops in this area have been bitten by the tsetse fly, which causes sleeping sickness.

This is the first time your troops face the formidable Mammoth tank. You will find it can be defeated by infantry alone, though at a higher price than an Abrams.

It is rumored this battlefield contains a crate you must find in order to obtain nuclear weapons in the last mission.

STRATEGY

You start the mission almost exactly in the center of the battlefield, so you have no idea where you are. Regroup your troops into a universal position, and wait for the commando to disembark from the transport chopper.



Because you are situated on the western edge of a plateau, you are forced to go east. A large cliff stands to the east; this presents you with a choice—to go round the cliff from the south or from the north. Regardless of what you choose, you find opposition—two medium tanks and four grenadiers. In my experience, either route offers slight advantages—if you go north, you get to pick off two GDI grenadiers across the river; if you go south, the two medium tanks have their backs turned, allowing you to initiate the attack on your terms.

Your commando—the best reconnaissance unit—should of course lead the way. Follow promptly with the rest of your units in a series of short, quick hops—it's important your units are able to fire at a moment's notice. Use the commando to pick off the grenadiers, retreating under the protection of the bazookas if they get uncomfortably close. When you see the medium tanks (they'll come first or second, depending which route round the cliff you've chosen), move your commando back and advance with your bazookamen and artillery. Use standard tactics to destroy both tanks. You should be able to do so with minimal or no casualties.



Continue east. To get anywhere you must go south and around the second cliff you see. I suggest you tighten your ranks as you approach the river from the south—you'll be attacked by a Hummer and two grenadiers. The Hummer could damage your commando if you aren't careful, and you must keep him healthy for later on. If you time things right, you should destroy this GDI patrol without losses.

Cross the bridge to the north and turn west. Proceed in the same tight defensive formation, with the commando roving in front just beyond your artillery's range. You'll come to a bridge leading south and a ford leading east. Four GDI minigunners wait across the ford; your artillery can take them out with a single shot. Nailing the minigunners brings a Mammoth lumbering in from the south.

Now your commando gets to do some fast running. Have him cross the bridge to the south and fire a shot at the Mammoth from the side as it approaches. Then, as the tank tries to get a bead on your running commando, attack the Mammoth with your bazookamen. It's important that your commando continue shooting at the tank as soon as he has reloaded, or the tank will go after the bazookamen in earnest. All this may sound like a hopeless contest, but you'll see just how unwieldy Mammoth tanks are—your commando can run rings around it.

Having gotten rid of your first Mammoth, continue south. GDI grenadiers attack. After you dispense with them there's a moment of peace. You'll finally see the walls of the GDI base across the river to the south. Turn east then and keep going till you come to a ford, then turn south. You can also approach the base from the north and destroy both guard towers positioned at its northern entrance before proceeding.

The troops in the GDI base are sleeping very soundly. You must deal with a quartet of bazookamen coming at you from the southeast once the fireworks start, so don't rouse the sleeping Mammoths yet. Destroy the barracks, shoot the enemy bazookas, then bump off the three big tanks. You may use the engineer to capture



and sell the GDI construction yard, thus gaining some funds you can certainly use in the next mission. You'll also acquire four minigunners. Resist the temptation to use the green-shirted technician as a lure for the Mammoths—oddly enough, it seems artillery and bazooka rockets can't wake their crews, but a handgun will. Yet another programming quirk I discovered over countless hours of play.



Fig. 4.2. Let sleeping Mammoths lie—the Mammoths in the GDI base are ignorant of your presence as long as you don't attack them with your commando or minigunners.

Finally, destroy the factory using units other than the commando—shooting minigunners emerge from the factory's ruins.

MISSION 11A—KEETMANSHOP, SOUTH WEST AFRICA

DIFFICULTY RATING: VERY DIFFICULT—(SOMEWHAT EASIER THAN THE OTHER LEVEL 11 MISSION)

MISSION OBJECTIVE: THE GDI HAS CAPTURED THE TECHNOLOGY CENTER NECESSARY TO PRODUCE THE STEALTH TANK. GET IT BACK, WIPE GDI OFF THE MAP.

STARTING FORCES: 1 COMMANDO, 4 ARTILLERY, 10 BAZOOKAMEN, 10 MINIGUNNERS.

TACTICAL OBJECTIVES

In this mission, you get to command one of the most fun weapons in the game: the Stealth tank. With the appearance of the Stealth tank, reconnaissance becomes a breeze. This affects offensive tactics, and puts extra emphasis on timing instead of brute force.

Your defensive tactics are also due for a small revolution: You're going to get the Obelisk of Light, the best defensive weapon in the game.

In my opinion, this is one of the most interesting missions, tactically. Your force is split into two columns separated by a bridgeless river, yet success requires their close cooperation.



To recapture the Stealth tank technology, you must demonstrate faultless timing and coordination. The mission features a ground troop assault on a GDI gunboat—a suicide mission if you aren't careful. You must show a flair for moving infantry (together with the softie engineers) through countryside infested with GDI vehicles.

INTELLIGENCE BRIEFING

Once you acquire the Stealth tank and the Obelisk of Light, you should be able to handle anything in the GDI arsenal, including Mammoths by the half-dozen. Before things can reach this happy stage, however, you must run a gauntlet of grenadiers, gunboats, and assorted weaponry while neutralizing the threat of a GDI air strike.

The terrain is pretty difficult, forcing you into the oft-mentioned confrontation with the gunboat. This makes the traditional assault on the GDI base rather tricky. The presence of advanced guard towers and Mammoths makes high casualties certain. I suggest that you seriously consider my strategy outlined below.

STRATEGY

You start with your forces separated by the entire map: Your engineers, vital to the whole operation, are in the northwestern corner. The bulk of your forces—a dozen infantry and the artillery—are in the southeastern corner.



GDI air strikes always target the northernmost unit, so the first thing you should do is move your engineers out of the danger zone; they're vital to the operation. Arrange your northern group into a tight defensive formation, leading with the commando. Grenadiers and a Hummer wait on the bridge you must cross to the south; get rid of the grenadiers with the commando, the Hummer with the bazookas. Leave a decoy minigunner as close to the northern edge as you can, and move to your southern group.

While you were fooling around elsewhere, your southern group destroyed a GDI patrol that included an Abrams. Move it out now, going north (you can't go elsewhere). Lead with a single artillery piece—tuck it back behind the infantry the moment you see water. Then arrange your troops in a universal formation, select a couple of individual minigunners, and send them out to the river. You won't have to wait long before the GDI gunboat appears. Instantly send your artillery and bazookas running to the shore, keeping them as far away from those two hapless minigunners as you can.

The gunboat targets the minigunners since it saw them first. The rest of your forces should seriously damage the ship, if not sink it outright—it reverses direction at the eastern edge, passing once again in front of all these blazing guns. Artillery takes a long time to aim, so direct it accordingly.



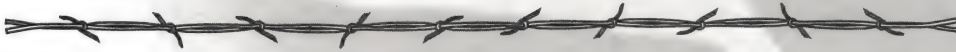
When the damaged gunboat limps out of sight, it's time to press on. Go west, always keeping an artillery piece very close to the front line—its superior sighting range and effectiveness against infantry make it easier for you to deal with the GDI grenadiers just ahead. After that, you must square off against a Mammoth—it's a frisky Mammoth that repeatedly tries to crush your infantry.

Your objective here is to take your southern column to a position directly across the river from the GDI base. Once you get there, you may have to deal again with that gunboat, use the minigunner maneuver and move in with your bazookas. Protect your artillery—the more serviceable pieces you have, the better, but at least one is essential. You'll use it to destroy GDI guard towers while your northern force approaches the GDI base.

Lead your northern force with your commando, striking out to the southeast—you want to avoid both the Abrams lurking to the west and the GDI patrols to the east. Enter the GDI base only when the GDI harvester is out harvesting and while the gunboat's either disposed of or at the other end of the river. Use your engineers to capture the technology center and a power plant. Nod agents set up a Nod construction yard when the time's appropriate. Start building sandbags and turrets right away—the first GDI attack already approaches. The artillery parked along your southern shore should thin out GDI infantry before it gets anywhere close.



You must deal with several GDI attacks before you build things up to the point where you can go on the offensive, and if you forget to send out decoys, you'll have to deal with damage from air strikes, too. Since this buildup will certainly take some



time, I strongly recommend you try leading the GDI air strike onto the GDI base with a recon bike. Your opponent has lots of tiberium in this mission, and it's important you keep forcing him to replace units instead of building new ones.

Build a communications center and an Obelisk. Then I suggest you seriously consider using the traveling sandbag tactic to assault the GDI base with turrets (and now also your new Obelisk). Mounting a traditional assault is very expensive and involves a lot of preparation. You'll certainly have to hit the GDI in its tiberium paunch before you begin to get anywhere. Furthermore, attacking GDI's advanced guard towers with vehicles and infantry is extremely expensive. You will find things easier if you go the sandbag route. Remember your sandbag barriers can block GDI units as well as provide sites for turrets and Obelisks.

If you're committed to traditional warfare, build artillery units and plenty of light tanks. Also, build at least two Stealth tanks. They are always invaluable for reconnaissance purposes in this mission. They can also be used to strike a death-blow to the GDI.

Once you have four Stealths, try hitting the GDI harvester every time it's out on the tiberium-covered plateau just south of the GDI base. You should be able to destroy it on its second or third visit without suffering damage.

Just prior to commencing the assault, send at least two Stealths up along the western wall of the GDI base. The enemy construction yard is located in the north-western corner of the base. Your Stealths should be able to destroy it, preventing GDI from rebuilding any structures during your attack on the base.

Conduct the assault on the GDI base using the tactics of your choice. Finally, get as many credits as you can for the next mission, where I've found a quick buildup of armed forces makes victory much easier.

MISSION 11B—XAI XAI, MOZAMBIQUE

DIFFICULTY RATING: VERY DIFFICULT

MISSION OBJECTIVE: SAME AS IN MISSION 11A. THE GDI HAS CAPTURED THE TECHNOLOGY CENTER NECESSARY TO PRODUCE THE STEALTH TANK. GET IT BACK, WIPE GDI OFF THE MAP.

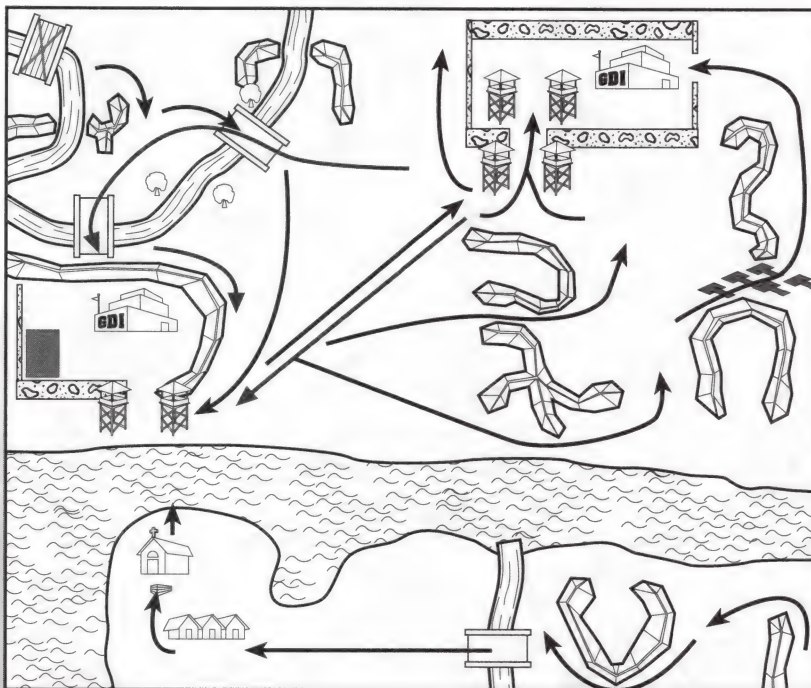
STARTING FORCES: 1 COMMANDO, 4 ARTILLERY, 10 BAZOOKAMEN, 10 MINIGUNNERS.

TACTICAL OBJECTIVES, INTELLIGENCE REPORT

All are identical to Mission 11a. The two Level 11 missions resemble each other very closely in all respects. Because of differences in terrain and setup, Mission 11b is the slightly more difficult choice in my opinion.



Mission 11b does feature one significant difference. This is the money crate you'll find after you destroy the village church near the southwestern corner of the battlefield. The crate's worth 2,000 credits, and the cash comes in handy.



STRATEGY

The strategies here are almost identical to those I outline in Mission 11a. If you are truly good at coordinating movement of large mixed groups, try the traditional assault—remember to destroy the construction yard, as described in Mission 11a. Otherwise go the traveling sandbag route. The GDI opposition is very strong in this mission, and the traveling sandbag will cost you less than if you have to replace vehicles lost in the non-stop firefights with GDI forces.

MISSION 12—GHANZI, BOTSWANA

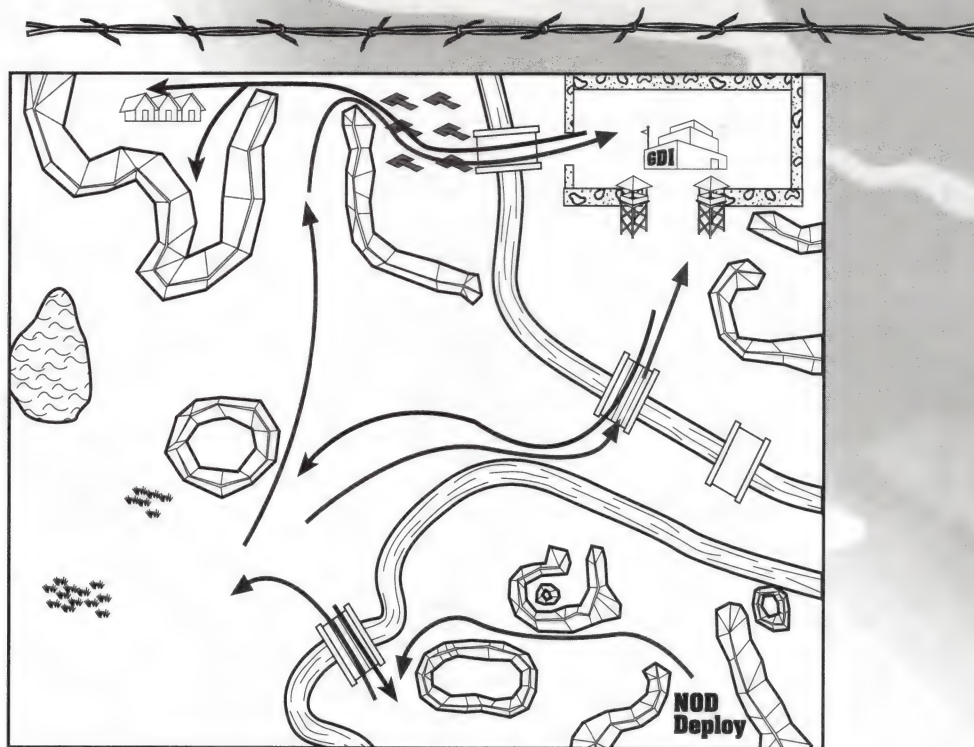
DIFFICULTY RATING: DIFFICULT

MISSION OBJECTIVE: CAPTURE THE LOCAL GDI COMMUNICATIONS CENTER ALONG WITH THE FIRING CODES FOR THEIR ORBITAL WEAPON. WHILE YOU'RE AT IT, TAKE THE ENTIRE GDI BASE.

STARTING FORCES: 1 LIGHT TANK, 2 RECON BIKES, 2 DUNE BUGGIES, MCY.

TACTICAL OBJECTIVES

This mission stresses your ability to coordinate light vehicle attacks against GDI heavy armor. You've faced Mammoths before, so you know the keys to victory over these behemoths are speed and fighting at close quarters.



Overall, given all the superior weaponry at your disposal, I don't think this mission is as challenging as those on Level 11 or Mission 10b.

INTELLIGENCE REPORT

You confront a new GDI weapon in this mission: the rocket launcher. It's even deadlier against infantry than your artillery. For details, consult the first two chapters.

Great Nod weaponry makes it possible to take the GDI base with a traditional assault, and at a reasonable cost. A substantial part of the GDI forces will be more concerned with razing the local village than destroying your growing presence. It's rumored one of the buildings within the battlefield contains a crate with the final parts necessary to obtain a nuclear weapon in the next mission. If you feel it's worth your while, check it out...

STRATEGY

You start this mission in the southeastern corner, cut off by a river from any tiberium. The river has a bridge over it, but the bridge in turn has two Mammoth tanks. Use the speed of your dune buggies to confuse the aim of the Mammoth gunners and let recon bikes do their work uninterrupted.

Once you defeat the Mammoths, the whole mission becomes rather easy. There's a nice tiberium field near the western edge of the map, sufficiently far from the GDI base so that you can build your forces up in almost perfect peace.



Your first offensive task is to defeat the considerable forces GDI has amassed against the village in the north. Because they are busy shooting down civilians, this is by no means difficult. Don't take along infantry—use your vehicles. Otherwise, GDI rocket launchers are certain to exact a steep price. You can also try leading a GDI air strike onto enemy units with a bike or a buggy—if you haven't tried it before, you should at least once, since it's very gratifying to see enemy planes frying their own troops.

The GDI harvester must venture beyond the river to maintain tiberium stockpiles, and it's relatively easy to destroy it time and again. Mammoths may counterattack to avenge its loss, but if you can smash a couple of Mammoths with your starting forces at the beginning of this mission, you can destroy several later on with no great trouble.

GDI has a couple of choppers at its disposal, and disposal is the right word—you'll find it easy to deal with them. All you have to do is lure them to your bazookamen.

The GDI base is easier to attack from the west. If you concentrate both western and southern attacks on the westernmost advanced guard tower, you'll blow it away very quickly. Dealing with the other one isn't too difficult then. Make best use possible of your artillery—I've found this unit to be very effective against structures.

Finally, don't end your mission until you've got at least 20,000 credits, possibly more. You'll need every tiberium penny in your next mission.

MISSION 13A—CAPETOWN, SOUTH AFRICA

DIFFICULTY RATING: DIFFICULT (STILL, IT'S THE EASIEST OF LEVEL 13 MISSIONS.)

MISSION OBJECTIVE: ALL THE HOLY TALK BOILS DOWN TO THIS: ELIMINATE GDI.

STARTING FORCES: 2 LIGHT TANKS, 2 DUNE BUGGIES, MCY.

TACTICAL OBJECTIVES

Helicopters, helicopters, helicopters. This is what Mission 13a is about. You conduct numerous airborne assaults on sensitive enemy targets, and fight similar enemy infiltrations. After you capture the GDI construction yard, you will be able to construct your own attack choppers, and apply appropriate tactics. For details on Nod chopper features and tactics, refer to the first two chapters.

You gain a new appreciation of bazookamen, both as airborne and antiaircraft troops. The Obelisk, turrets, and the traveling sandbag tactic all come in handy.

You win the mission early on through the capture of GDI construction yards. I know from experience that the tactics learned here are useful during multiplayer games.



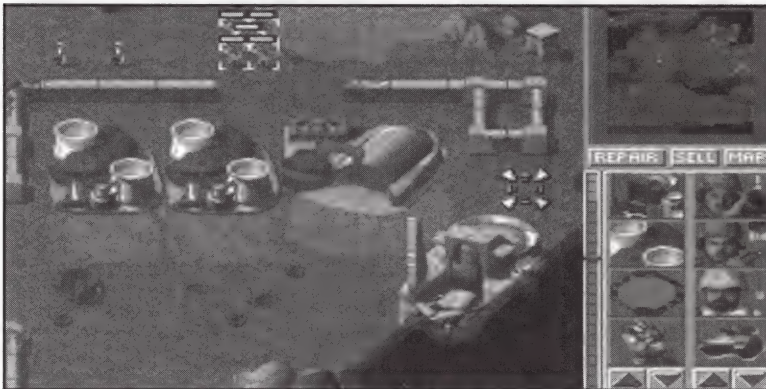


Fig. 4.3. The capture of the GDI construction yards effectively wins you this mission long before it's formally over. It also lets you build helipads and the Nod attack chopper.

Begin your airborne operations by posting a decoy for GDI air strikes on the northern edge of the map. Follow up with your commando, bazookamen, and engineers. Walk west, keeping close to the southern shore. Use your commando to shoot a rather stupidly helpless group of GDI engineers, and other troops, that stand just outside the GDI base in the northwestern corner of the map. Then order your bazookas to blast a hole in the wall. Storm GDI's construction yard with engineers—you'll probably need more than one. Sell it instantly—or build an Obelisk and use it to wreak destruction upon the GDI base while the enemy pounds the construction yard you just captured. You can also use the good old traveling sandbag tactic to capture this base with minimum effort: set up your turrets right at the GDI base entrance after your harvester clears a path north through the tiberium field. You'll have to repair it a few times, but it's well worth it.

Repeat the airborne assault procedure with the GDI base to the east. This time, don't land your troops so far north—put them down just off the northwestern corner of the base. Again, capture the construction yard, and also destroy the silos brimming with tiberium GDI foolishly built within easy reach—some outside the base proper!

Once you've done that, you've practically won this mission. All that remains is to build an Obelisk (or a couple of turrets) in the second GDI base. Both bases can be rendered largely ineffective in minutes, as the Obelisk can destroy advanced guard towers from a spot beyond the reach of GDI rockets.

MISSION 13B—CAPETOWN, SOUTH AFRICA

DIFFICULTY RATING: DIFFICULT (NOT VERY DIFFICULT, BUT STILL MORE SO THAN MISSION 13A.)

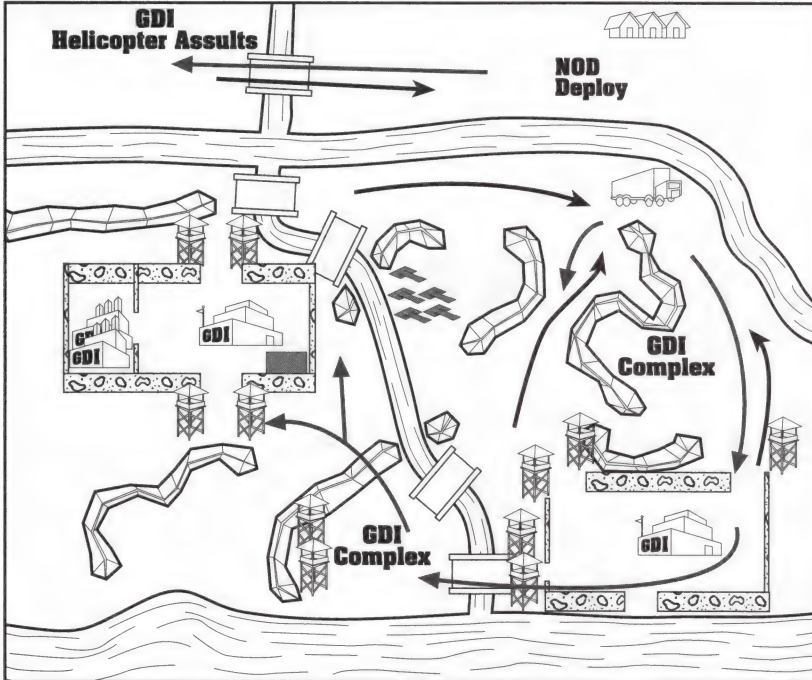
MISSIONS OBJECTIVE: SAME AS MISSION 13A—GET RID OF GDI FOR GOOD.

STARTING FORCES: 1 LIGHT TANK, 3 BAZOOKAS, 2 FLAMETHROWERS, 3 MINIGUNNERS, 1 ENGINEER, MCY.

TACTICAL OBJECTIVES

This mission is vastly different from Mission 13a. Any chopper assaults you plan will be doomed—GDI advanced guard towers stand all over the place. The only chopper assaults you'll see are the ones GDI conducts on you, and you may try to capture an extra helicopter while they're at it, just for sport. (Trust me—you don't need any helicopters in this mission. Really.)

What you should do, if you want to accomplish this mission within a reasonable time, is use the traveling sandbag tactic. As you should know by now, even an advanced guard tower is helpless against two turrets. Given the relative scarcity of tiberium in this mission, the sandbag seems the only way to go—it's much more economical than a traditional assault.





INTELLIGENCE REPORT

Headquarters supplies you with a second MCY (complete with an escort of 2 light tanks) on the southern shore once you've established a firm presence. GDI is both strong and aggressive; it's best you don't create too much noise throughout this mission, or you might excite an overwhelming response.

Establishing a system of forward defense is a top priority for your southern base. A GDI outpost and base lie very close by.

The terrain is both difficult and dotted with GDI fortifications, allowing very little freedom of movement.

STRATEGY

As in Mission 13a, a river separates you from your objective at the start. Only this time you're on the north side of the river. I suggest that you start your base right away. Remember not to build right next to the northern edge—there'll be napalm flying there.

A suicidal Abrams will probably attack before you've even settled in. I recommend you build a barracks before you build a refinery—you'll need plenty of bazookamen in this Mission, and if you were wise enough to save some credits from the previous mission, you should get going right away.

Your other priority is the GDI gunboat patrolling the river; it'll down your chopper if given the chance. Use the good old turret tactic in combination with your tank and bazookas. In my experience, this gunboat is blind to troops at the river's edge, and only opens fire on targets mid-distance or farther.

Your brand of gunboat diplomacy may provoke a response in the shape of two choppers full of GDI grenadiers and bazookamen that land right next to your construction yard. If you've planned for this, you may well capture an extra chopper—there's a small window between the unloading of the last soldier and takeoff. You don't really need it: the moment you've explored your bit of land you receive an MCY with escort on the southern shore, right across from your base.

Use the MCY to get a barracks going, and sell the new construction yard the moment they're ready. You don't even need to build an airstrip. Get cracking on your sandbag barriers and bazookamen instead. After building protective barriers on the western and southern approaches to your new base, put your sandbags in motion toward enemy structures. Follow the standard traveling sandbag tactics. At this point, the whole mission becomes rather easy—the trick lies in not letting GDI smother your southern base while it's in its infancy.

After liquidating the nearby outpost of GDI guard towers, yielding up its power plant and communications center, travel south with your sandbags straight toward the GDI base entrance. After you deal with the double set of guard towers, capture the GDI construction yard—and optionally the weapons factory and barracks. You can now build any type of troop you want. The presence of APCs in your arsenal

means you can also consider engineer raids. However, in my experience, they sometimes turn out to be more expensive than continuing to conquer territory with your sandbags.

The GDI will be completely confused—precious ion cannon blasts will be wasted on your turrets, and occasionally a Mammoth stopped by a sandbag barrier won't react to a turret firing right into its side. It's slaughter, all the way to the end.

MISSION 13C—CAPETOWN, SOUTH AFRICA

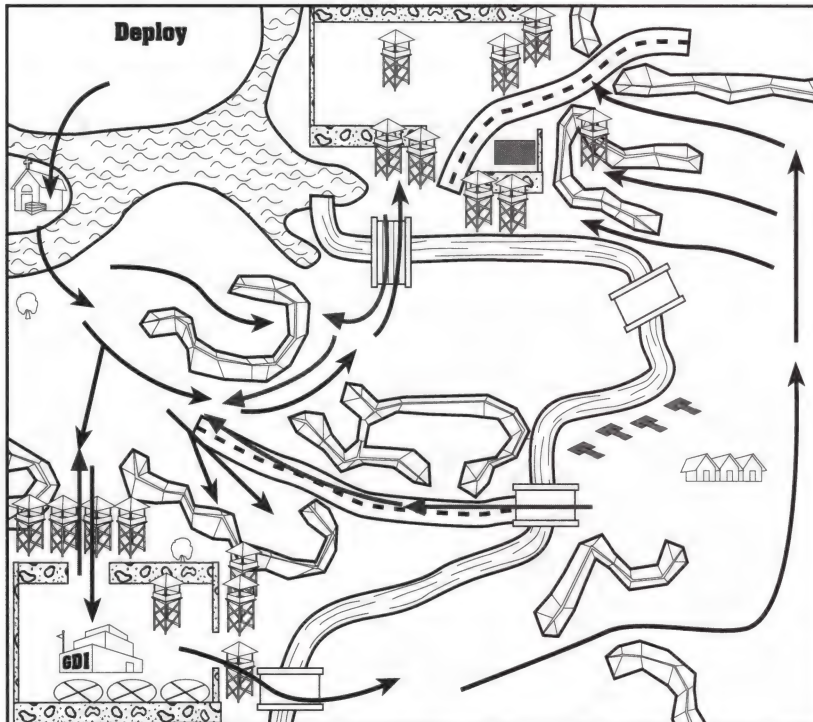
DIFFICULTY RATING: DIFFICULT TO VERY DIFFICULT—THE LEAST DESIRABLE OF LEVEL 13 MISSIONS.

MISSION OBJECTIVE: GET RID OF GDI. WITH YOUR STARTING FORCES, YOU MAY WANT TO TAKE ALONG YOUR PEASHOOTER, TOO.

STARTING FORCES: 1 DUNE BUGGY, 3 BAZOOKAMEN, 1 MINIGUNNER, 1 ENGINEER.

TACTICAL OBJECTIVE

Same as in Mission 13b. Avoid GDI crushing your operation in its infancy, then apply the traveling sandbag tactic—it's the most effective way to go.



**INTELLIGENCE REPORT**

This mission resembles Mission 13b very closely—there are slight differences in geography and GDI's strength. Your commando starts by himself on a small island that features a church. The commando can't blow up the church, but if you ferry other troops over and do it, you'll find a money crate worth 2,000 credits.

STRATEGY

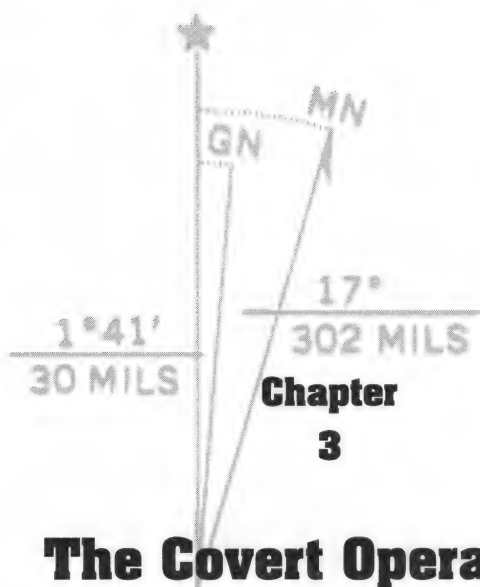
The terrain may be different, but the battle is the same. The emphasis here is on successful defense, after which you go on the offensive while hidden behind your traveling sandbags.

Your first task is to eliminate the GDI outpost. After that, you'll find it easy to extend your sandbags to the east, neutralizing threats from the GDI base in the northeastern corner.

Having secured that flank, I recommend you proceed with an assault on the southern GDI base first. It has two entrances, and a long flanking movement aimed at the eastern entrance is quite effective. However, you'll find it simplest to build a bunch of turrets close to the northern entrance (advanced guard towers aren't very good at hitting nearby targets) and just blast everything to pieces.

The same technique should be applied to the other GDI base. Having extended your sandbags east, continue building north across the bridge to set up a group of turrets at the GDI base entrance.

Remember to eliminate the threat of GDI airstrikes by deploying a decoy near your first base, and ambushing the Orcas with your bazookamen.



The Covert Operations

The *Covert Operations* is a new set of C&C missions, most of which are pretty overt. There are several “special” missions, in which you are limited to your starting forces, but secrecy is a matter of official concern only in Bad Neighborhood—the first Nod mission.

I found *Covert Operations* to be a little different from the the original C&C. The AI seems improved—enemy soldiers no longer walk blindly into ambushes; they disengage in an intelligent manner. The target fixation that is a prominent feature of the computer player in C&C is also still there. However, on the whole you’ll find that *Covert Operations* does not allow you to act with the same bravado as before.

The AI that controls harvesters is strikingly better. In *Covert Operations*, harvesters have become truly terrible infantry hunters. Don’t even think about attacking one with your foot soldiers, and if you’re playing Nod, don’t attack them with motorbikes either—the harvester crushes them. However, it’s capable of running over bikes only when controlled by the computer; your own tiberium eater will resist any efforts to direct it onto an enemy motorbike.

Missions which involve building up a base often start with a “commando” beginning—in effect, you have to complete a “mini-mission” before reinforcements allow you to proceed to the mission proper. Most of the “building” missions closely resemble Level 11 and higher from C&C. The amount of weaponry thrown at you is awesome, and you must respond in kind.

This being said, I must add that the computer player’s production capabilities aren’t nearly as high as in C&C. Some missions, such as Nod’s Eviction Notice, do





feature an opponent that churns out new units unbelievably fast; however, in most of them the production levels are much more realistic. Also, war of attrition—a necessary tactic in almost every mission—seems to affect the computer player more than it previously did.

Other changes include the introduction of new types of weaponry on the Nod side, but only when Nod forces are controlled by the computer. The new weapons include the SSM launcher and the chemical warrior.

The descriptions of the missions below follow a similar format to those in the preceding chapters. There are no Tactical Objectives, because the missions don't represent a learning curve as they do in C&C. Also, the locations of the conflicts are missing—they're also from the game.

The third slight difference is in the rating system. All of the missions in *Covert Operations* are difficult to a smaller or lesser degree. The rating reflects that, and I've also assumed you're already an experienced commander. This is why some relatively complex tasks are described as easy.

Finally, a word about general C&C tactics that apply to all *Covert Operations*. I urge you to implement the unit formations discussed in the second chapter of this book. Many of the battles you lose are likely lost because you have to jump between two firefights taking place simultaneously, and monitor production at the same time. When you arrange your units into a formation, your soldiers will perform well on their own.

GDI Missions

BLACKOUT

DIFFICULTY RATING: MODERATELY DIFFICULT

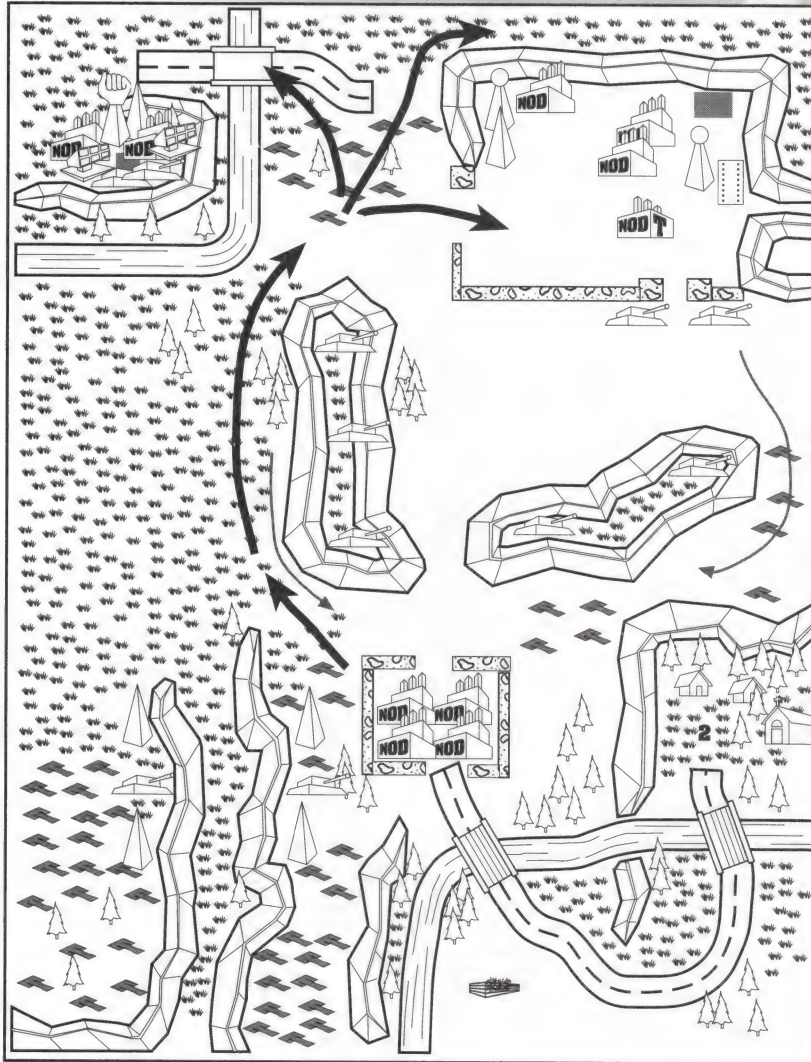
MISSION OBJECTIVE: DESTROY FOUR NOD POWER PLANTS, THEN THE REST OF THE NODS.

STARTING FORCES: 2 COMMANDOS.

INTELLIGENCE REPORT

This mission is a pleasant introduction to *Covert Operations*. You get to fool around with two commandos and enjoy air support. The Nods provide you with an ideal site for your base, and the terrain is very favorable.

At the same time, you must be very careful when setting your priorities. Do everything in the right order, and the mission becomes a walkover; do it wrong, and you could lose in an instant. You should be constantly aware that the Nods have nukes at their disposal.



STRATEGY

You begin this mission with your two commandos standing in the middle of a small village on the eastern edge of the battlefield. There's a church nearby, and of course you should immediately instruct one of your commandos to check out the collection box. As I found out, the righteous GDI commando does not blow up the church; he merely pockets the cash.

The only way to go is south, over a bridge. There is some Nod infantry threatening your guys as you cross that bridge and proceed west, then northwest. The



complex of four power plants is guarded by a flame tank. I make my commandos advance in short hops. This way they always get to shoot first.

The air strike becomes available when your commandos find the power plants. Order the Warhogs to napalm the flame tank, then go in and blow the power plants. Blow up one power station at a time, with one commando covering the other—the minigunners that emerge from the ruins are dangerous.

Following the destruction of the power plants, the action shifts to the southwestern corner of the battlefield where your MCY appears, and is immediately set upon by a neighbouring turret. Move it north, keeping it as far west as you can. This way, it won't get fired on by the second turret, to the east.

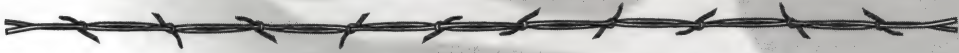
Your MCY should escape with only minor damage. I advise you to set up your construction yard inside the concrete wall enclosure, supplied to you courtesy of the Nods. The optimum location is in the southeast part of the enclosure. I suggest you build sandbags to enable locating your refinery in the other half of the enclosure, and to permit construction of additional buildings in the open field.

Following the refinery, build barracks—make sure they're at least three sandbags north of the enclosure, and a square or two to the east. There's a cliff to the north and another to the east that can help defend your base better. If you place your weapons factory northeast of the barracks, it takes just a few sandbags to close the gap between the two cliffs. Remember to place your sandbag barrier some distance away from the weapons factory, or the factory could get shelled by the Nods.

While building your factory, get a squad of grenadiers to demolish the two Obelisks guarding the road in the southwest. I suggest you start with the one near your base, but don't go after its protecting turret, even though it keeps shelling your guys. If you destroy it, you will give the Nods a power surplus which will allow their Obelisks to operate. Go after the second Obelisk, the one across the road in the west, *then* get rid of the turrets. Leave the one in the extreme southwest—it doesn't pose a threat, but still draws on the Nod power supply.

There are three turrets you have to deal with promptly—west, north, and northeast of your base. Leave the others for later, but harass them if you can do so without any harm. I found that a single Orca that keeps attacking a turret is a good way to keep the Nods spending money on repairs. However, that's only if your Orca isn't required elsewhere, and by this time the Nods will be getting restless.

The attacks will come from three directions, as indicated on the map. If you've built the sandbag barrier between cliffs as recommended, you'll be relatively safe. There will be several squads of Nod infantry with artillery support coming at you from the northwest, and small mixed groups attacking from the east. I found building a line of sandbags running south of the northeastern cliff helps considerably. You



can even block off the eastern tiberium field—your harvester has plenty of work to do in the west.

At this point, my army tends to consist of the two commandos, perhaps ten infantrymen, and at least a couple of tanks—optionally, also an Orca. Yours can be different, but it should definitely have both vehicles and infantry, and similar fire-power. Build a repair bay and, while that's in progress, deal with the second turret on the cliff north of your base (the one located further to the northwest). You'll be moving past it when it's time to attack the Nod base.

Once I have my repair bay, I start building Mammoths. This lumbering tank is your weapon of choice in this mission. Mammoths take time; consider extending your sandbag barrier as you wait, starting between the two cliffs and running it all the way to the eastern edge of the battlefield. It's not that expensive, and I found it gives total control over the southeastern part of the battlefield.

Send out reconnaissance to get the lay of the land further on. You'll quickly see you can extend your sandbags north and block the western entrance to the Nod base. Don't touch the Nod complex you may discover in the northwestern corner of the battlefield! I got nuked when I did, and it's better to get nuked when it no longer matters, at the very end.

The mission becomes a walkover the moment you sandbag the Nods inside their northeastern base. What I do is send three Mammoths onto the cliffs north of the Nod base and blow all the power plants away. Your vehicles should give the Obelisk in the Nod base a wide berth as they pass! It ceases to be a threat once you've destroyed the power plants.

The Mammoths have a lot of work. The Nods rebuild again and again, and send hordes of freshly minted vehicles against them—artillery, buggies, and the occasional Bradley. Take your Mammoths out of circulation when they're badly damaged and let them repair themselves.

Once you've destroyed the power plants, the mission is as good as won. With the Obelisk out of action and no tiberium, the Nods are unable to defend their base. You can take it anytime, and after you do, you don't care about getting nuked. All that remains is to shoot up the small Nod complex that includes the Temple of Nod and an Obelisk. However, I found that Nods are likely to sell structures the moment you start firing on them. If you begin the second assault with an air strike, the second Obelisk is unlikely to play a role.

Final note: At some point, a Nod chopper will land five engineers in the southwest corner. I suggest you deploy both of your commandos in base defence—that will make incursions by anything on two feet highly unlikely.



INTELLIGENCE REPORT

Your initial objective is to overrun a Nod base in the southern part of the battlefield. It occupies a very defensible position with its own tiberium field shielded by the cliff line. Reinforcements supplied in the first stage of the operation include an MCY.

The terrain is made for fighting a large battle. A large depression in the western part of the battlefield contains rich fields of tiberium—a big asset in this tiberium-scarce mission. You'll notice the Nods running out of money if you keep up the pressure relentlessly.

However, there's also an easy way to win. Agent Delphi has managed to locate a complex of six Nod power plants and the site for the planned Temple of Nod. If you take this piece of ground early on, you can win in record time.

HELL'S FURY

DIFFICULTY RATING: DIFFICULT

MISSION OBJECTIVE: DESTROY THE NODS, PREFERABLY BEFORE THEY DEPLOY NUCLEAR WEAPONS.

STARTING FORCES: 4 BAZOOKAMEN, 8 GRENADIERS, 4 MINIGUNNERS.

STRATEGY

You start this mission in the southwestern part of the battlefield. Arrange your troopers in a universal formation and move off east.

The entrance to the Nod base is defended by two turrets and small numbers of infantrymen that emerge with some regularity. I found that given the large starting forces, gaining access to the Nod base isn't difficult. It's rewarded by reinforcements in the shape of two medium tanks and a hummer along with an MCY. Set up the yard right away, build a barracks after the power plant, and capture whatever Nod structures you want. I personally like the option of commanding both Nod and GDI units.

Nod infantry will start returning to their former base, and for a minute or two you'll be busy dealing with enemy minigunners streaming in through the northern entrance. Reconnoiter the battlefield thoroughly as soon as the pressure eases. You'll quickly locate the large, tiberium-rich depression in the western part of the battlefield. I suggest you build a line of sandbags west so that you can set up a short barrier there between the cliff line and the battlefield's edge. This will limit the Nods to the eastern attack route.

In the meantime the famous Delphi has uncovered a spot of flat ground right at the northern edge of the battlefield. This is a ledge that runs from west to east and ends with a plateau containing the complex of six advanced power plants and the



Temple of Nod site. I found that capturing this complex early on ensures that the Temple is never built, and that the Obelisks—all nine of them!—are put out of action.

You'll receive a transport chopper the moment you build your first helicopter pad. If you load it with engineers and grenadiers and send it to the spot Delphi uncovered for you, you win this mission there and then. The transport chopper passes over several SAM sites on the way in, and survives with a sliver of red in its health bar—it can make it through only once.



I found Delphi waiting for my guys just east of the landing point. Dressed in a natty grey outfit, Delphi will wave your soldiers and engineers on as they pass. The complex has no entrance—a solid concrete wall is defended by two turrets. I took care to keep my engineers away from the northern turret, and ordered the grenadiers to blow a hole in the concrete wall right away.

Your transport chopper is tough enough to survive just one flight over the SAM sites. I found things worked best when I captured two power plants, sold one, and built a barracks in the spot instantly—the Nods rebuild those power plants pretty fast, and you have to make sure they can't. The site for the planned Temple of Nod is between the two SAM sites to the south. I left some wounded gunners standing on the spot (nothing can be built there) and firing at the SAM sites. Don't destroy them, but do keep the Nods spending money on repairs.

The Nods will also be spending a lot of money on commandos at this point. I saw five guys lined up below the cliff with the power plant complex, waiting to shoot some of my soldiers. This makes winning very easy: Just build a bunch of hummers and APCs, and get them past the turrets and target the commandos. The Obelisks won't be working, since you've cut the power supply by more than half!

I destroy the Obelisks first. That's done easiest with the help of tanks; I found myself building Mammoths, which I like very much, because Mammoths can take many turret hits, self-heal, and go on with the job. The rest of the mission is a walkover.

INFILTRATED!**DIFFICULTY RATING:** MODERATE**MISSION OBJECTIVE:** DEFEND YOUR BASE; DESTROY THE NODS**STARTING FORCES:** 1 MEDIUM TANK, 1 HUMMER, AND SOME CORPSES.**INTELLIGENCE REPORT**

This mission consists of fighting a small, localized battle on a small, easy battlefield. Although initially the situation appears to be very unpromising, it's easy to turn it around, and it's plain sailing thereafter.

The African-type terrain is almost featureless. The two landmarks that play a role are the big rock squarely in the center, and the lake on the eastern edge of the battlefield.

In this mission, you'll be opposed by such sophisticated Nod weaponry as the SSM launcher and the assault chopper. The Nod base does not have an Obelisk (or a Temple of Nod). However, you can build an advanced communications center and thus obtain the ion cannon.

All in all, this is one of the easiest covert operations of them all.



STRATEGY

Your base is under a combined attack/engineer raid as you begin this mission. The plaintive, dying cry of your last infantryman seems to be a signal for the three enemy engineers skulking near your refinery. I urge you to sell the refinery instantly.

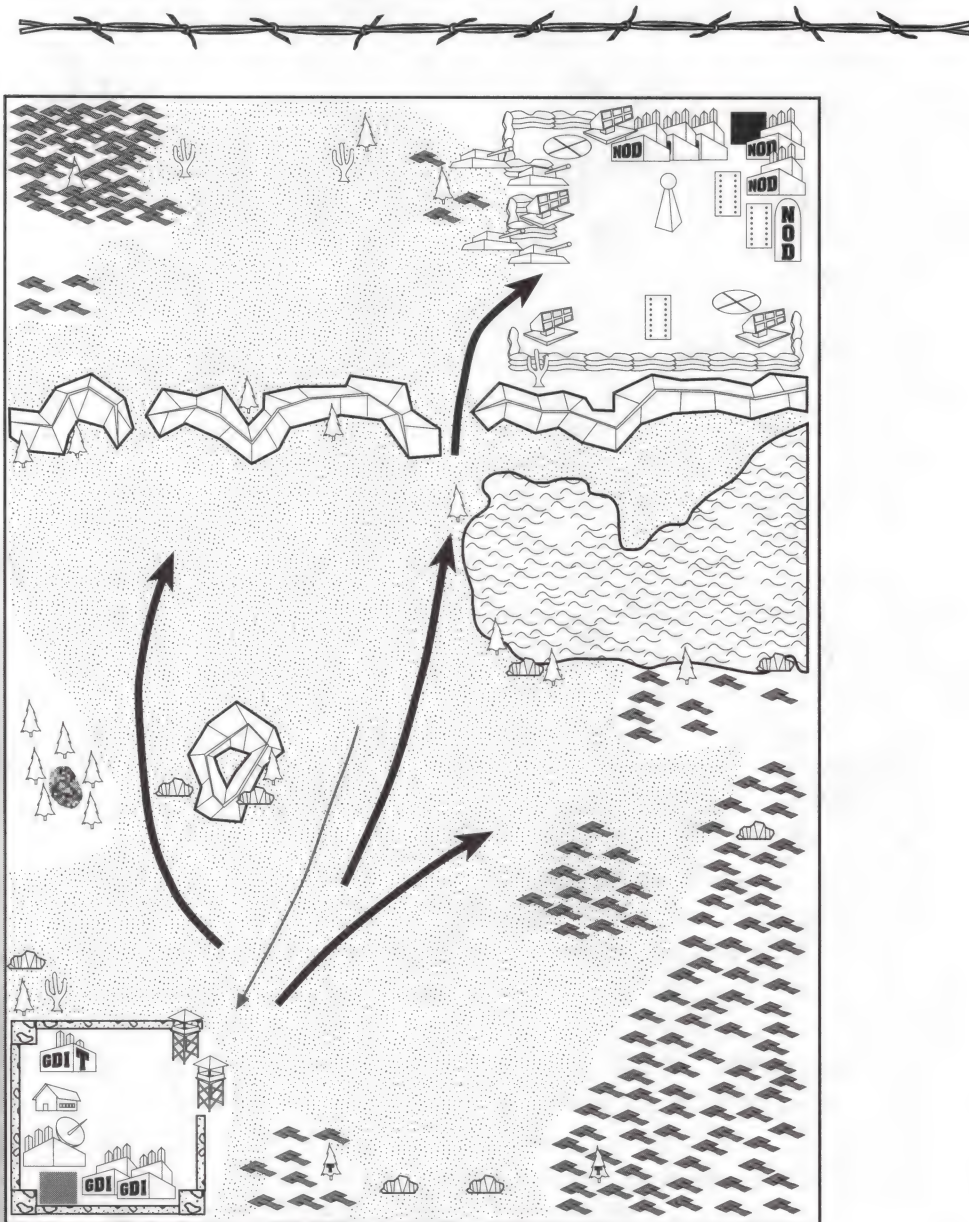
You need to move quickly on all fronts. Start making grenadiers as fast as you can—they'll automatically engage the APC firing on the barracks. Then jump to the base entrance, where two light tanks are trying to destroy your guard towers. I suggest you redirect guard tower fire on the tank that's actually doing damage to your guard tower instead of the wall, and order your hummer and Abrams to engage the flamethrowers that are torching your buildings. Keep producing grenadiers and targeting them on the gravest threats. I also keep a watchful eye on the health bars of my structures.

A turret might pop up right in the center of your base just as you're gaining the upper hand. Don't panic. Send grenadiers against it, then let your Abrams join in. You should already be building a new refinery. Jump to the eastern edge of the battlefield, where your forlorn harvester stands, full of tiberium but with no home to go, and direct him to your base. When the new refinery is ready, you'll have two harvesters going, and that should be a big help. I found that if you put the new refinery northwest of your weapons factory, it'll cover the spot where the turret popped up, preventing further surprises.

More Nod attacks are coming in from the northwest. Suicidal Stealths tackle your northern guard tower, an engineer will sneak in, and a light tank may approach from the east, all of which should be easy to deal with. You'll rediscover how lethal two simple guard towers can be when firing on a single tank. Attack enemy vehicles with grenadiers, too.

Build a repair bay and a couple of bazookamen, then a weapons factory. You may also want to repair the damaged base walls if you feel uncertain. I left the wall as it was—Nods tend to target the guard towers when they come in, and that's when I counterattack with my grenadiers and vehicles, if available.

After consolidating base defenses and building a weapons factory, I recommend that you go after the Nod harvesters. You'll have to reconnoiter in order to uncover the second big tiberium field in the north. When that's done, you'll be able to follow the movements of the Nod harvesters (you are provided with a communications center), and I suggest you use an Orca to harass them. Also, it's good to soften up the flame tanks that the Nods send out. By the time one gets near your base, your Orca can strike twice.



I prefer building an Abrams to start with, to augment base defence. Then I build several Mammoths and send them, together with the Abrams, to a position a few vehicle lengths south of the big rock in the center of the battlefield. This is where virtually all of the Nod attacks come through, and the enemy is so intent on reaching your base, they don't even see you.

The Nods also have two attack choppers, whose pilots are stupid enough to attack Mammoths with their peashooters. Although Mammoths fire rockets only



once in a while, I found the Nods will hang around long enough to be shot down.

Having established control over the all-important center of the battlefield, I suggest you go after the Nod harvesters in earnest, which will draw additional Nods out of their base. Set up an ambush. If you use several Mammoths with some support, they'll be able to hold position indefinitely.

The Nods will be churning out harvesters, and you'll keep destroying them. At one point, I saw two commandos emerge from the Nod base and engage my Mammoths with their sniper rifles! Needless to say, the outcome of this particular duel was never in doubt.

I suspect you'll find it fairly easy to keep the Nods at bay. Remember to keep your forces out of range of the Nod turrets and make sure their firing fields overlap. When the Nod counterattacks lessen in intensity, it's time to attack the base.

Start the assault with the Mammoths moving into the enemy base. If you mount a traditional assault, beginning with the grenadiers engaging the turrets, you may suffer horrific losses from an SSM. Mammoths are best equipped to run the gauntlet of fire from four turrets and still deal with any SSM launchers inside the Nod base.

Follow the Mammoths with medium tanks and grenadiers, and attack the turrets. If you have an APC and a couple of engineers, now's the moment to earn some extra tiberium credits by capturing the easily accessible Nod airstrip and construction yard.

The mission is basically over the moment you get the airstrip, which is easily achieved even before the turrets are dealt with.

ELEMENTAL IMPERATIVE

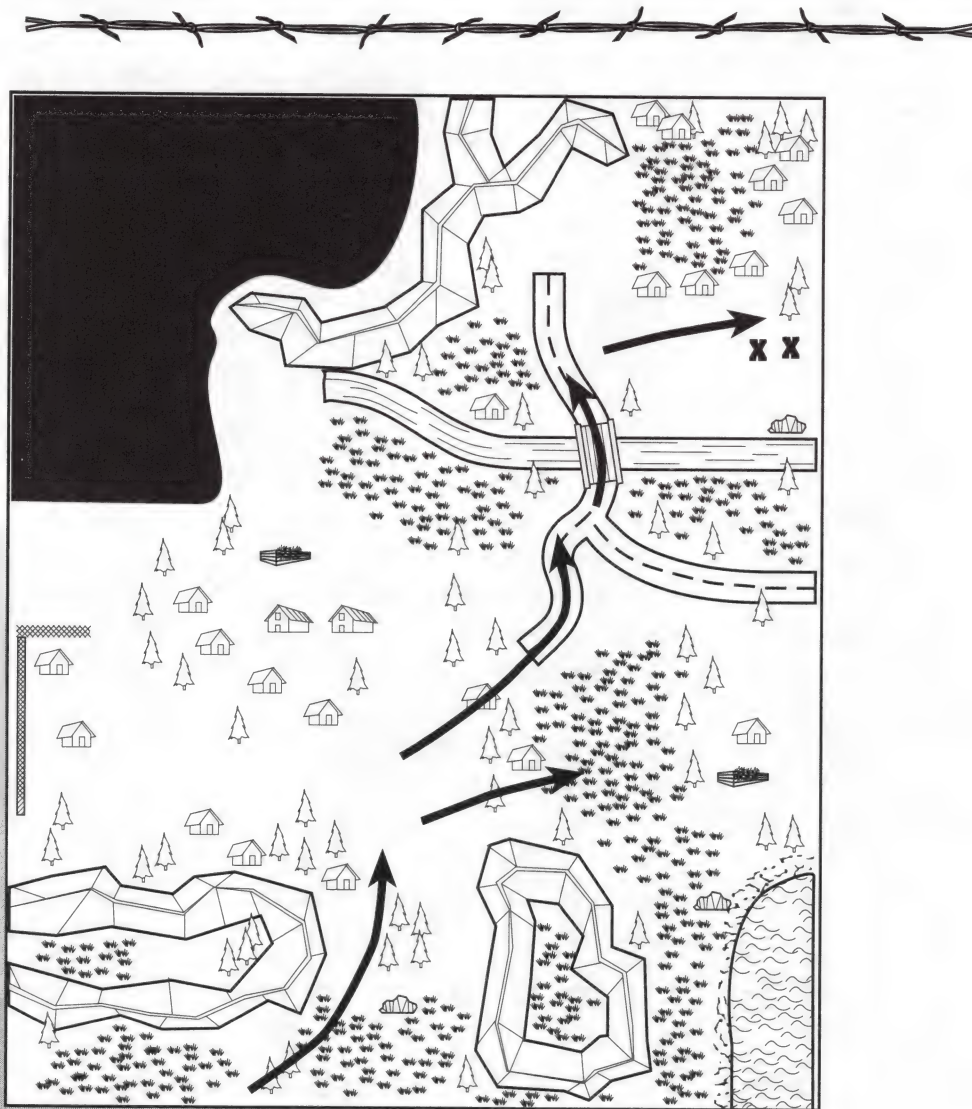
DIFFICULTY RATING: MODERATE

MISSION OBJECTIVE: THE NODS HAVE STOLEN GDI'S STUFF. GET IT BACK!

STARTING FORCES: 1 ROCKET LAUNCHER, 3 MEDIUM TANKS, 1 HUMMER, 1 COMMANDO, 3 GRENADIERS.

INTELLIGENCE REPORT

You're given a small but powerful task force to retrieve the stolen components. Nod forces in the area are quite powerful, but they're scattered and badly led. Although the enemy's army includes chemical troopers, SSM launchers, artillery, flame tanks, light tanks, and so on, you'll find it laughably easy in comparison with other covert operations.



The terrain is European. The route you'll be taking to your objective lets you fight several skirmishes on favorable terms.

All in all, a piece of cake for an experienced commander like yourself.

STRATEGY

You start this mission in the southwestern part of the battlefield. Three bazookamen are walking away from your little group, oblivious to the bullets whistling round their ears. Make sure the hummer deals quickly with the bazookas—if it follows them too far north, it will run into a flame tank. I let my hummer chase them and finish them off; meanwhile, I arranged the rest of my units in a mixed offensive formation, and got going east.



There's the possibility of a brief and victorious encounter with a retarded Stealth soon after you set out. Either way, pass to the south of a circular spinney that soon appears, then turn north by east. At this point, I start leading with the commando instead of a tank.

You'll see a village. There'll be a black-haired character standing between some houses, which I assume is the woman my forces were supposed to set free. I suggest that you assemble your forces among the houses and let your commando deal with two bazookas to the west, two chemical troopers north, and a minigunner northeast of your position. Also, two bazookas could come running from the north—keep your commando ready.

There are numerous Nod units scattered around, and you may even notice some of them doing nothing until they are actually fired upon. The key to easy success is to move fast. Right after your commando has dealt with all that infantry, push your tanks northwest, then north. You'll run into some relatively stiff opposition in the shape of two SSM launchers, a light tank, an artillery piece, and a couple of very brave flamethrowers. I target the SSM launchers first, then the artillery, then the light tank.

You may also have to deal with a couple of stupid Stealths that, in my case, targeted the group of grenadiers instead of my rocket launcher. Push a couple of units north, across the bridge that becomes visible as you move, then turn east. You'll see another village, a church, and slightly further on, two greyish-blue crates. Move your units over them, and that's it—mission accomplished. Watch out for a squad of bazookamen coming from the west in those final moments!

GROUND ZERO

DIFFICULTY RATING: VERY DIFFICULT

MISSION OBJECTIVE: LEAD AT LEAST ONE DELEGATE TO SAFETY PAST FLAME TANKS, DUNE BUGGIES, BRADLEYS, BAZOOKAMEN, A STEALTH, MINIGUNNERS, AND NUMEROUS FLAMETHROWERS.

STARTING FORCES: 2 GRENADIERS, 1 MINIGUNNER.

INTELLIGENCE REPORT

This mission takes place in very difficult European terrain—a true labyrinth of cliffs and narrow passes. The battlefield is big and Nods are plentiful. Your forces get significantly stronger as the mission progresses, and achieving certain objectives will be rewarded with reinforcements detailed in the Strategy section below. Remember, the firing of the nuclear missile is triggered by stepping onto the route



to the evacuation point. Until then, you have all the time in the world—and it's wiser not to hurry.

STRATEGY

You start this mission midway up the eastern edge of the battlefield. I suggest you put the minigunner on point and team up the grenadiers a step behind.

Having dealt with a single Nod gunner, you come to a T-junction. Turn north, keeping the gunner on point. I move him a little to one side, and advance in short, quick hops. Confronted next by a couple of Nod gunners, I let the minigunner fire from the side while grenades come crashing from the front.

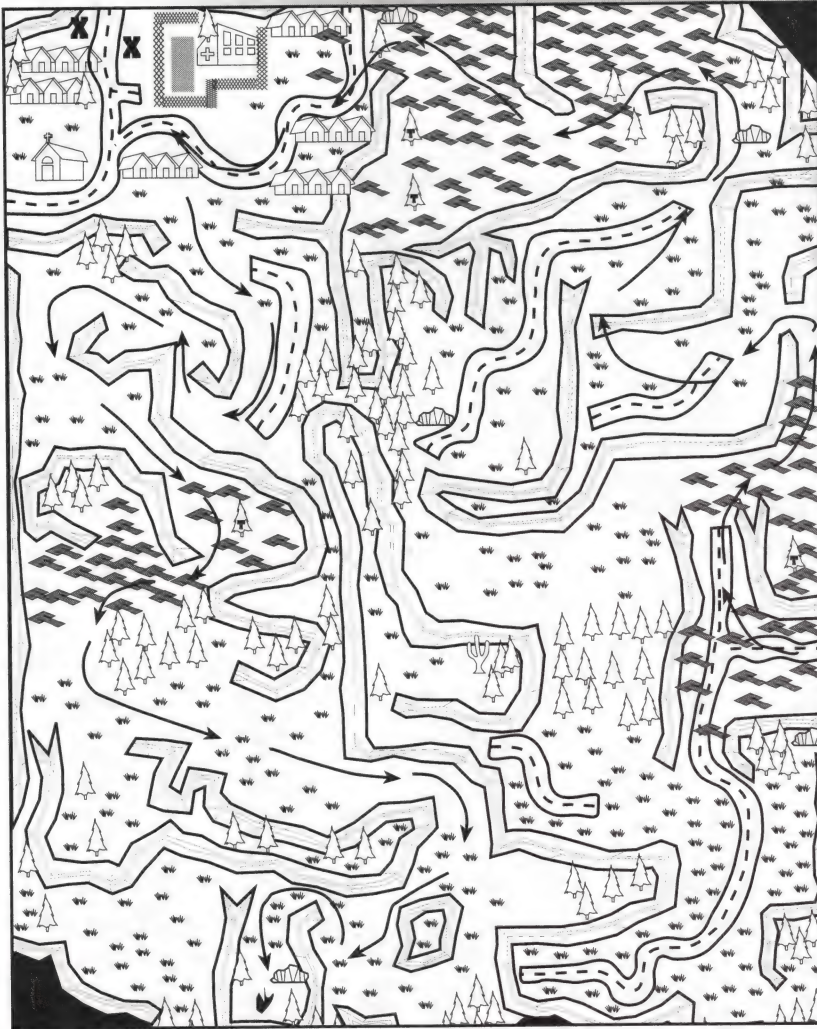
This skirmish is rewarded with two more minigunners and two grenadiers. I prefer to join my forces, keeping the grenadiers and gunners separate—the gunners are slower. Get everyone going north, the gunners on point. It's clear sailing right up to the northern edge of the map. Turn east when you are faced with a cliff. Refer to the map in this book for details.

Having reached the northeastern corner of the battlefield, you'll start traversing the map east to west along a long, crescent-shaped cliff. The cliff ends with an exit to the northwest, and there's a flame tank parked just north of it. It'll fry anyone that tries to cross, then complacently return to its watching spot, thus allowing you to sneak some guys through. You can try to destroy the flame tank right there and then if you're an extremely talented infantry commander. However, I found it's much safer to detach a grenadier from the rest of your guys and provoke the tank into following him in the direction from which you've come, while the rest of your soldiers proceed the other way. The flamer can't catch a grenadier. As long as you remember to monitor your lone trooper, he'll keep the flame tank chasing him all the way past your starting point.

In the meantime, your other soldiers will be continuing west. You'll know you're getting close when a dune buggy jumps out of a tiberium field and starts firing. If you had minigunners walking point as I suggested earlier, your grenadiers will finish the buggy off in no time at all.

There's just a narrow passage in the tiberium field. Get your men to file through, going northwest and then west. A turn to the south marks the village where the conference center is located, which you'll see soon enough. There are three Moebius-like characters standing in the middle of a fenced-in yard. Order them out of there.

At this point, if you're very, very good, you may attempt to proceed directly to the embarkation spot, which is marked by a green smoke signal. Your half-dozen wounded infantrymen will have to fight their way past minigunners, bazookamen, flamethrowers, a Bradley, a flame tank, a buggy, and a Stealth. Unless you're an expert,



Note that *after* reaching the conference center and *before* you start the run to the embarkation point, you have to retrace your steps and destroy Nods in the southeastern part of the battlefield.

I advise you to turn back and retrace your steps. This proper military thinking will be rewarded with fresh reinforcements once you've destroyed certain enemy units.

Your biggest concern will be the flame tank. I arrange a confrontation in a spot allowing movement—realistically, there are two T-junctions to choose from. I start by grouping soldiers and the three Moebiuses separately. The flame tank will always go after the Moebiuses, but when grenades come crashing on its backside, it will turn around. If your grenadiers retreat promptly, the tank will turn towards the



delegates once again, and your grenadiers will attack it again, and so on until the tank is destroyed. This achievement is rewarded with a hummer and three bazookamen. From then on, the mission becomes rather easy.



Fig. 1.5. The flame tank in Ground Zero is hot for the civilians, letting your grenadiers destroy it without injury.

I suggest you link up your forces near the starting point and continue south. Nod troops there consist of minigunners and the flamers that were destroying houses earlier on. The destruction of the flamethrowers is rewarded by an Abrams. Now you have a force strong enough to safely fight its way through the Nod blockade.

Go back the way you came once again—north right up to the edge of the battlefield, then west until you reach the village. I haven't encountered any Nods on this second march through familiar territory. Be aware that leading your first unit into the pass south of the conference center—the only way to the evacuation point—will trigger the firing of the advertised nuke by the Nods. Hurry to get everyone going along the escape route before the warhead crashes down. The epicentrum of the explosion will be the conference center, and you want to be as far away from it as possible!

Arrange your force into the mixed universal formation. Modify it by putting minigunners on point instead of the hummer once you pass a small spinney—the road goes west, south, and then east around the trees. There are three bazookamen just a little further on, but in my experience they don't do any real harm to the minigunners before they're cut down.

The road goes east and opens into a clearing with a light tank and a minigunner, so once again, lead with your gunners. While the Bradley targets them, your Abrams and three bazookas will blow it to pieces.

The last stage of the journey starts with a flame tank and a couple of infantry just beyond the clearing with the Bradley. This fight takes place in a narrow pass,



unless you flush out the flamer with your hummer and then blow it apart as it emerges into the clearing. Further on south there's a buggy and a Stealth, possibly also a couple of minigunners. I found that all these units pose a negligible threat as long as your remember to protect the delegates at all times.

Only one delegate need survive for you to accomplish this mission. You must load him onto the helicopter when it arrives.

TWIST OF FATE

DIFFICULTY RATING: DIFFICULT

MISSION OBJECTIVE: STARTING WITH SMALL RECON BASE AND HALF-DEAD MCY, WIPE OUT THE TENACIOUS NODS.

STARTING FORCES: 2 ORCA CHOPPERS, 1 MEDIUM TANK, 1 APC, 2 HUMMERS, 4 GRENADIERS, AND A LOT OF CORPSES.

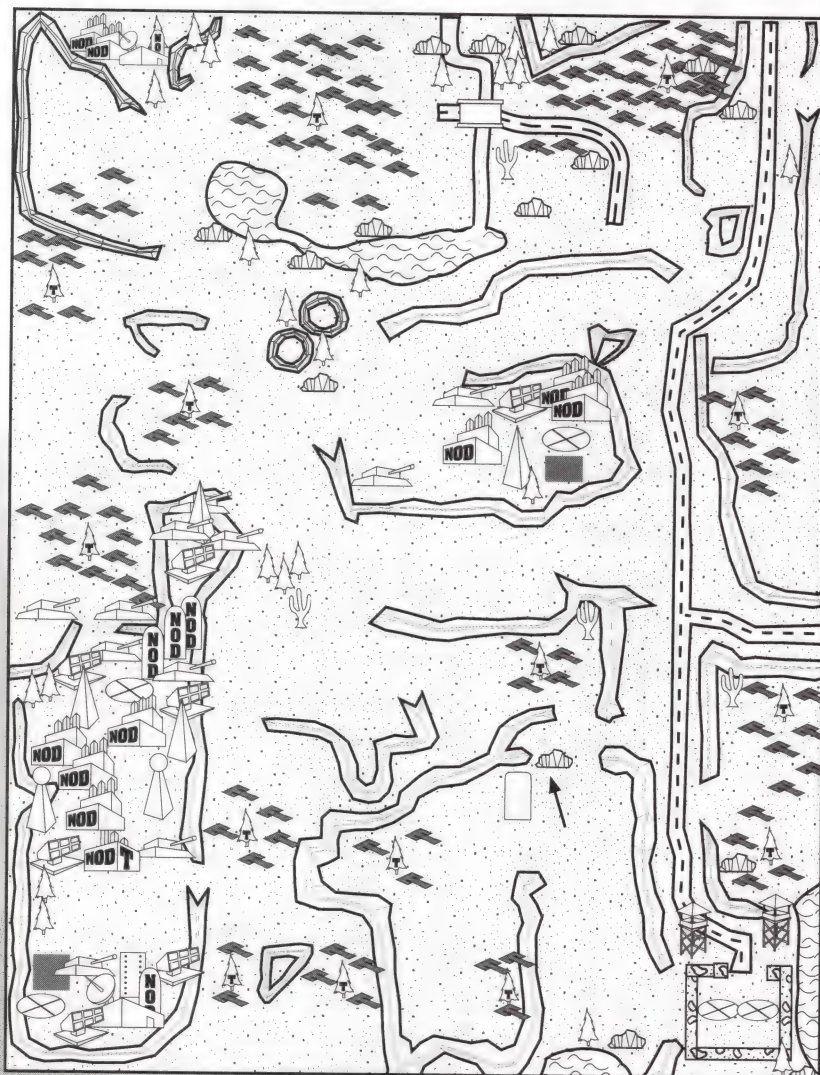
INTELLIGENCE REPORT

The recon base consists of two helicopter pads and two simple guard towers. Accessible by a single road from the north, it is garrisoned by a small mixed force. Reinforcements, including an MCY, are being sent down that road, but the armored column that was supposed to clear the way for the construction vehicle has been ambushed. Simultaneously, our recon post has come under attack. You must use whatever's left of the armored column to damage the Nods heavily, so that the MCY that follows has a chance of getting through. Following that, establish a base proper and use it as a springboard to eliminate all Nods in the area.

Warning: Nods have a nuclear weapon, and will use it to destroy your construction yard. Make sure you capture the Nods' yard when you attack their base. Nod resistance is expected to be very strong. You will find things difficult without the ion cannon, so make its acquisition a priority. Use defensive tactics and structures to gain the upper hand early on. The Nods favor formations of three buggies or three motor-bikes in this mission, which is a very vulnerable combination—however, the Nods will also deploy SSM launchers in support of armor when you assault their main base. *That* combination, together with the Obelisk, is a very formidable one.

STRATEGY

You begin this mission with the observation post under a combined attack/engineer raid. At the same time, the armored column that is clearing the way for the MCY is being cut to pieces by the Nods. Don't worry about the Nod engineer, because your guys will get him. Pause at the recon base only to order your rather stupid Abrams back to its basket—it's being pummelled by a Bradley. Then jump to the action on



the road. I suggest you let some units die—skip over the southernmost APC, target the rocket launcher on the bazookamen, and target the Abrams plus the two Mammoths on the Nod motorcycles. This way, your two Orcas can strike at the Nod armor at minimum risk.

You should get the Orcas going the moment the first fight is over. I suggest you use your APC to reconnoiter—you'll discover the Nod base in the center of the battlefield. You'll also note there is a good base site right next to the recon base.

Keep an eye peeled for the MCY. When it appears, guide it towards the base site and use your vehicles to distract the bloodthirsty Nod chopper. I would build the



yard, repair it, and immediately extend a line of sandbags to the north, blocking off access to my base from the northwest. Afterwards, build a Hand of Nod and a few bazookamen—they blast gaps in the western wall of the recon post to create access from that side.

I also suggest you build a refinery and gather a few credits. Then build an advanced guard tower so that it can cover both of the approaches to your base (through the tiberium field immediately north and by road from the northeast). I found that the guard tower, in addition to blasting assorted Nods sky high, will shoot down the Nod chopper.

The next stage is easy. Build a line of sandbags running up the road leading north from your base. Extend it right past the central Nod base, then turn west. You'll see the Nods have arranged three power plants along the northern edge of their base, and another one on the western edge; all can be easily destroyed. I recommend that you build a single advanced guard tower north of the two power plants, as this will also deal very effectively with Nod counterattacks, and use vehicles to destroy the plant to the west.

The destruction of these three plants will render the central base's Obelisk impotent. Assemble a strong base assault force, making sure you include at least three engineers aboard your APC. Then mount your assault. Destroy the Nod Obelisk first, the turret second, and make sure you capture the Nod construction yard. I found that when you assault the Nod base, you get nuked with horrifying consequences—among others, your construction yard is vaporized. Keep that in mind when building up that first base, and spread it out. Your first priority is to keep the advanced communications center, so that you have the ion cannon, but other buildings are also important. In particular, you would do well to keep the weapons factory and the barracks—you'll need the heavier GDI tanks later on.

The initial stage of this mission is completed once you have the central Nod base in your hands. I used an engineer to get the yard, another for the airstrip, and the third for the Hand of Nod. Produce extra engineers in the newly captured Hand to get the two full tiberium silos and the Nod communications center. You may also quickly extend your sandbag barrier west and south of the newly captured base, blocking access.

I recommend that you use the next few minutes to catch your breath and acquire a Stealth tank. You'll quickly locate the big Nod base in the southwestern corner of the battlefield, and a small communications complex in the northwestern corner. Capture the communications complex—there's a huge tiberium field just east of it, so build a second refinery just south. Build two sandbags south of the Nod communications center, and you've got the perfect location.



I suggest you extend your sandbags to isolate the Nod base. The Nods do have a small tiberium field on the premises, so to speak, so they won't be entirely cut off from tiberium. However, the more you can limit the phenomenal Nod productivity in this mission, the better. I think you'll also find turrets extremely useful in your assault on the Nod base.

The assault on the Nod base is difficult; you're facing three Obelisks, only one of which can be disabled with the ion cannon. Also, the enemy has plenty of vehicles inside the base. I suggest you spend some time building up your forces, and construct a new repair bay near the site of the final battle.

I think that the best way to deal with the Nods is to mount an assault from the north. The eastern approach leads through the Nod tiberium garden, and involves fighting through a mass of assembled vehicles. The northern route is much better, particularly if you mount your assault with support from defensive structures. Remember you can extend your sandbags right into the Nod base before you attack!

Ignore the turrets at the base entrance. The Obelisk you want may be invisible—it's located in the center of the Nod base. Sacrifice a unit to locate this Obelisk—it's important that you stay out of its range while destroying the Nod power plants assembled north of it. I keep the ion cannon to strike at any power plant my vehicles did not manage to destroy.

The destruction of the power plants immobilizes the Obelisks and the turrets, and also slows down enemy production. I recommend it as a much better solution than knocking out the individual Obelisks again and again, until the Nods run out of money.

Assaulting the Nod base is very bloody business. Personally, I am in favor of whittling the opposition down a little before the main attack. Assemble your vehicles and move them into an attack position on the Nods' eastern flank, taking care to stay out of the range of the Obelisks. I always block the exit from the tiberium field with a concrete wall, and build a turret when the assault starts. Also, remember to time your attack to the ion cannon's availability. A well-mounted attack on the eastern flank, followed by an orderly withdrawal, makes the main assault much easier.

This mission is won when you block the Nods inside their base area. However, if you handle things badly during the base assault, you may expose yourself to horrific losses, or even defeat.

I found that the helicopters you can build in this mission aren't much help because of numerous SAM sites. If you destroy the SAM sites, you virtually guarantee that the Obelisks will stay operational.

**BLINDSIDED****DIFFICULTY RATING:** VERY, VERY DIFFICULT**MISSION OBJECTIVE:** THE NODS HAVE ASSAULT CHOPPERS, FIVE BASES AND FOUR OBELISKS; YOU HAVE ONE COMMANDO. DESTROY THE NODS.**STARTING FORCES:** 1 COMMANDO.**INTELLIGENCE REPORT**

This is one of the most interesting and difficult missions in the entire GDI/Nod conflict. The terrain is African, which is to your advantage—there isn't much tree cover for GDI forces trying to ambush your commando.

That's the only piece of good news. Your single commando is up against a total of five (!) Nod bases, three of which are equipped with Obelisks. Nod presence is weaker on the southern side of the river—only two bases, and one Obelisk—and this is where you will start.

You must eliminate all enemy units and destroy all the SAM sites at the two Nod bases south of the river before help comes. Upon gaining control of the first base, you'll be sent five engineers. As soon as you gain control of the southern side of the river, you'll receive a transport chopper.

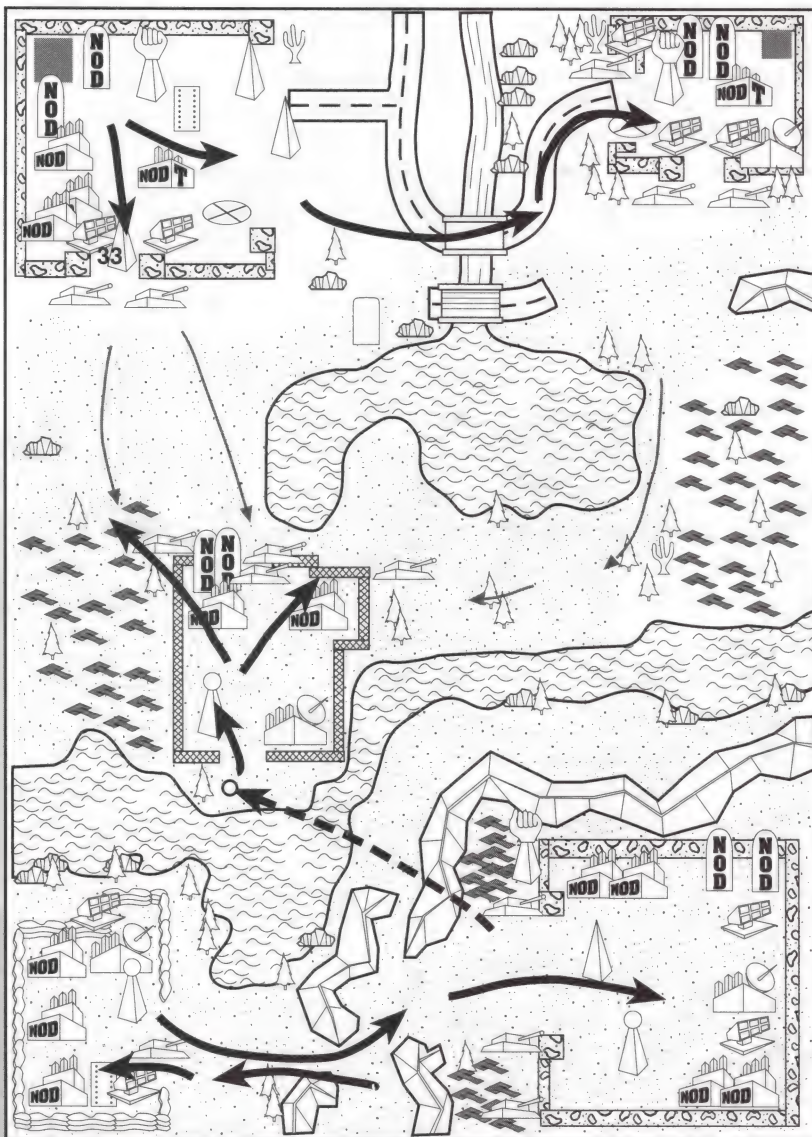
You will be greatly outnumbered by strong Nod forces that also include mobile SSM launchers. Expert use of defensive structures is essential to winning this mission, as is speed. Losing the element of surprise loses the mission.

You don't receive any credits at the start of this mission, and the quantities of tiberium are limited. Many of the credits you earn will come from the sale of captured enemy buildings.

STRATEGY

Your commando starts at the southern edge of the battlefield, just a bit east of center. There are two bazookamen and a flamethrower bearing down on your guy. Shoot the flamethrower first, and do it quickly, or he'll fry you. Then have the commando step a square to the left—he needs time to reload, anyway—and shoot the bazookaman on that side. Finally, shoot the bazookaman approaching from the upper right. I had to be really fast, and move the commando to the side, otherwise the last bazookaman wounds him.

Have your commando go west. At first, you won't see any Nodniks, but there are a couple of Nodniks south of the base entrance, and another couple near the single gun turret. Shoot all the Nods while running your commando towards the turret. Remember to shoot every Nod in sight before your commando blows up the turret, because then he has to deal with the minigunners that are its crew.



There are two groups of Nods inside the base. One is to the south, the other to the north. It's easier to take out the southern Nods first. A couple of minigunners you may have missed earlier on could also come running in through the base entrance.

I suggest you save the game at this point, since you'll be blowing up the two SAM sites next, and that's risky business. Sometimes you'll get lucky, and the SAM crew will die to the last man in the explosion, but don't count on it.



As soon as your commando has dealt with the second SAM site, a transport chopper will bring five engineers. I suggest you get the three advanced power plants lined up against the base's western edge, the airstrip and the Hand of Nod. Sell two power plants, and get a single artillery piece. Sell the airstrip, and use all your credits to make two engineers and a flamethrower. You'll also have a bunch of minigunners from the buildings you sold, and a technician or two. Get the whole merry band marching east, leading with the commando. I strongly urge you not to capture the communications center! You have no hope of rendering the Obelisk in the second Nod base inoperational if you do.

You may see a Nod harvester at work as soon as you reach the spot where your commando started. Don't tangle with it—you want to capture the Nod refinery along with the harvester, and you won't if the vehicle is busy chasing your guys.

Keep going west in short hops. Halt your little army as soon as you see the Nod turrets guarding the entrance to the second Nod base. This one has an Obelisk at the entrance, so you have to be careful.

Move your artillery to the north until it hits the river bank, then go east, keeping close to the river. You'll see the edges of two advanced power plants behind the base wall to the south. Stop directly north of them, then edge the artillery a single square south and order it to start firing.

Before I start destroying the power plants, I use the artillery's travel time to set up an ambush. The entrance to the Nod base is on a small plateau with only one way out. Arrange your guys at the entrance to the plateau, bearing in mind that the Nods will be approaching from the north. They will attempt to get to the artillery first, then walk along the cliff line and into your ambush. Make sure your commando gets all the flamethrowers and the two bazookamen that come last; the minigunners can be dealt with by your other troops.

Don't let your artillery destroy anything apart from the two power plants. When I destroyed the adjacent silo, I gave the Nods enough surplus power to make the Obelisk operational again.

You can start the base assault without waiting for your artillery. Don't attack the turrets—I can promise that destroying any will bring the Obelisk back to life! Go after the Obelisk first. I lead off with the technician(s), and follow with the flamethrower, which guarantees the flamer will get through the base entrance and uncover the Obelisk.

Attack the Obelisk with minigunners, using the flamer to establish the whereabouts of the construction yard and the refinery. Keep an eye on that harvester, particularly when your minigunners attack the Obelisk—make sure it's not in its way. Overall, I found it's best to keep to the northern side of the Nod base and its entrance.



Having destroyed the Obelisk, put all your gunners behind the base wall so that the turrets keep shooting into the concrete. Then race your commando and engineers in, keeping an eye on those turrets and the harvester. I suggest you get the construction yard right away, but wait for the harvester to drive into the refinery before capturing it. If you don't, you've practically lost the mission.

Set about destroying the turrets next. They'll destroy your harvester if you don't watch out! I build a Hand of Nod right inside the newly captured base, and use engineers to get the full silos, the power plants, and the two communications centers, one in each base. I sell off all the buildings in the western base. The eastern base is more important because of the construction yard.

Destroy the two SAM sites in the base you just captured, and a transportation chopper will arrive. Simultaneously, part of the northern shore will become exposed, revealing the edge of yet another Nod base. You'll also get air support at this point. I was very grateful for the GDI's air strike option in this mission.

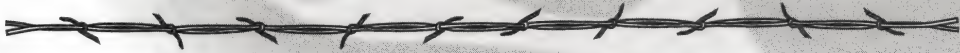
You have to get an airborne assault going before the Nods grow strong. I suggest you load your commando and three infantry guys onto the transport chopper while you make an engineer. Get him on the chopper the moment he's ready, and assemble all the healthy troops you have near the chopper's landing zone. They'll come in handy on the other shore.

I timed the air strike so that it hits the visible Nod vehicles just before the helicopter landed next to the acacia tree. A Hand of Nod is directly north, behind the fence. Use the commando to reconnoiter and shoot any enemy soldiers while your engineer goes in to capture the Hand.

Keep ferrying healthy soldiers from the southern shore while you make engineers and bazookamen in the newly captured Hand. I use the new engineers to capture the two silos north of the Hand when they start showing tiberium inside. There are Nod turrets along the northern edge of the base; use minigunners to draw their fire away from the engineers.

Throughout all this, the Nod vehicles nearby remain strangely somnambulant. Leave them alone, for time is precious. Attack the two turrets guarding the northern entrance to the base with infantry—gunners first, bazookamen second. At the same time, build a sandbag barrier through the entrance. I would proceed to build a turret right next to the enemy's—it exposes terrain north of the base, revealing a shore. Close off the base entrance, then build northwest until you reach the water. Continue to extend the barrier west until you can't any further, then build a turret behind the sandbags—this exposes more terrain. Extending the barrier west to the edge of the tiberium field, then north, will block Nod harvesters from the field.

In the meantime, you may have had to deal with incursions by Nod motorbikes and flame tanks—I know I did. Because of the sandbag barrier, these can't do much



harm, and your turret should help, too. Send some infantry against the power plant in the northwestern corner of the base, then destroy the turret behind it. You'll be doing this while building your sandbag barrier, and it'll be difficult. I recommend using key shortcuts found at the end of this book to flip between the two locations.

After my guys have disposed of the northwestern turret, I have them blow a hole in the fencing and send a flamethrower out on reconnaissance. He needs to expose more terrain so that a barrier around the tiberium field is possible. Don't let your flamer tangle with the Nod harvesters that appear around this time—concentrate on building sandbags as fast as you can. If you manage to complete the barrier before Nod attacks in force, you've practically won this mission.

You should be able to find the fourth Nod base with your brave flamethrower, provided you keep him out of the Nod harvesters' way. After he's reached the enemy base, send him on a suicidal run along the wall. This will uncover the whole southern base wall, letting you sandbag the entrance.

In the meantime, a Nod helicopter lands a lethal squad on the southern shore: two commandos, bazookamen, a flamethrower. I found that they gravitate to the river bank, where they stand stupidly staring in the direction of the fighting. Use your artillery to liquidate this incursion.

Following that, you can liquidate all of your southern force and base save for the construction yard, a single power plant, and the communications center. Your harvester will have picked all the tiberium by then. I found it's worth it to build a repair bay to sell the artillery and the harvester, then sell the bay—you get more credits that way.

This is when you dispose of the Nod vehicles that are still asleep in the base you captured on the northern shore. I waited for them to wake up, since they invariably attack the Hand of Nod upon doing so, which makes it easy for infantry to destroy them. Just make sure the artillery doesn't kill your commando!

Build a refinery in that Nod base, making use of the tiberium field you just sandbagged off. I suggest you destroy the power plant in the northeastern corner. You needn't worry about the turret next to it, though. It's too far away to be a hindrance, so let it continue using up power by sitting there.

Your next step is to sandbag your way into the Nod base and build turrets to expose more terrain. It may seem a waste, but I found you can sell them back before they're destroyed, and they'll usually succeed in picking off a soft-skinned vehicle like an SSM launcher. It certainly worked out cheaper than sending in a unit on a suicide mission—there are several Obelisks inside this Nod base, and at this point all are active.

Continue with your sandbag/turret tactic, building north. When your sandbags reach the northern wall, you'll see the Nod construction yard. I use turrets and air





strikes to destroy all Nod vehicles and power plants in the immediate vicinity, then build a Hand of Nod and capture the construction yard and the two airstrips nearby. I suggest you sell everything but one airstrip, and use the proceeds to build more turrets to destroy any remaining power plants/chopper pads/Nod vehicles. Above all, make sure the power plants are all destroyed!

Extend your sandbags to the eastern base entrance—it has two Obelisks—and block it off. There are two Nod vehicles there, and when I built a turret to destroy them I saw a river in the east. Beyond that river is the last Nod base. You should go after it without delay; leave the sandbagged Nod army south of the fourth base for later.

The fifth Nod base will send some engineers your way; it also has a helicopter pad. The chopper from the fourth Nod base always concentrate on your turrets; the pilots of the remaining choppers are smarter, and target your units. Build several tanks before you attack. The helicopter pad is near the entrance, and it's easy to destroy if you coordinate your tank attack with an air strike.

I conduct a standard base assault next. I try to capture the refinery with the harvester. If you have managed this far, you'll find the fifth base laughably easy to take. Keep an eye on the fourth base as you attack—the Nods may pop up a new construction yard where the old one stood, or build a silo brimming with tiberium. Have an engineer handy to capture these structures.

Following the capture of the last Nod base, all that remains is the gigantic mopping up. I start by destroying all the Obelisks, and demolishing the turrets next. Then I kill off all remaining Nod units and vehicles—air strikes will have thinned them out a little by then.

Nod Missions

BAD NEIGHBORHOOD

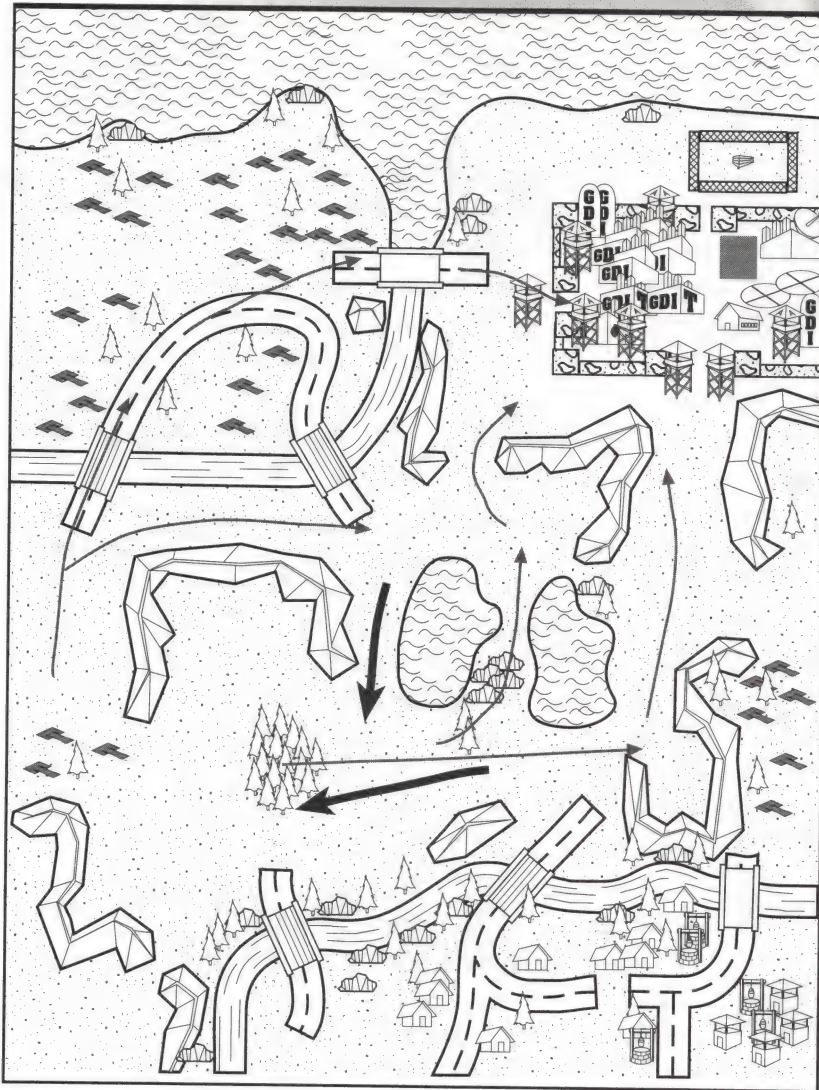
DIFFICULTY RATING: MODERATELY DIFFICULT

MISSION OBJECTIVE: BUILD A BASE IN AN AREA CONTAINING BOTH GDI AND HOSTILE LOCALS, AND USE IT TO DEFEAT THE GDI..

STARTING FORCES: 1 MCY.

INTELLIGENCE REPORT

The villagers are hostile and the GDI doesn't love you, so change the neighborhood to your liking. Sit tight until you get a Stealth, then everything's easy. The GDI have the ion cannon, and you have a single nuclear strike, which is enough.



STRATEGY

You start this mission in the southwestern corner of the battlefield. Set up your yard instantly. There's a good tiberium field immediately to the northwest; build your power plant north of the construction yard, and a refinery north of the plant. Then build the Hand of Nod and do some cautious exploring in your immediate neighborhood. I suggest you don't go far until you've got a communications center and a Stealth.



Your Stealth will uncover a GDI Mammoth just north of your base, and a money crate located just north of the GDI's. To get the crate you need to blow a section of the surrounding fence away, and that means decloaking the Stealth. I found that a stubborn GDI hummer stood guard nearby, and had to create a diversion with a motorbike before the crate was mine. Keep the bike moving fast!

This is when the gloves come off—the GDI informs you it's aware of your presence by hitting your refinery with the ion cannon. I suggest you deal quickly with the nearby Mammoth and brace yourself for a series of attacks. Fortunately, you'll see them coming well in advance.

The GDI attacks are rather weak. Some consist of vehicle/infantry combinations—rocket launcher/2 grenadiers, or Abrams tank/2 bazookamen. However, many attacks consist of infantry only—occasionally, a commando with grenadiers! Since I always put strong emphasis on producing vehicles, I had no trouble dealing with this threat.

The most dangerous assault is the APC raid in which two GDI commandos are accompanied by three engineers. The APC unloads them on the cliff southwest of your base. I keep a flame tank and a buggy in my base, which solves the problem.

In the meantime, build a second Stealth and destroy the GDI harvester—it may take two tries. Thereafter, the GDI keeps making new harvesters, and you destroy them. After a while, new harvesters stop coming. In my experience, this means the GDI base is ripe for the taking—especially since in the meantime you've built the Temple of Nod.

The Temple provides you with a single nuclear warhead. Hit the GDI power plants, and the advanced guard towers will become inoperative. You just have to deal with simple guard towers and weak GDI resistance inside the base.

The GDI has Orcas in this mission. I made sure my venturing units other than the Stealth had Orca protection in the form of motorbikes. Also, beware of the villagers. I found that if I snooped around too much with visible units, they snooped too, and actually lit a smoke signal for the GDI, marking my base.

DECEIT

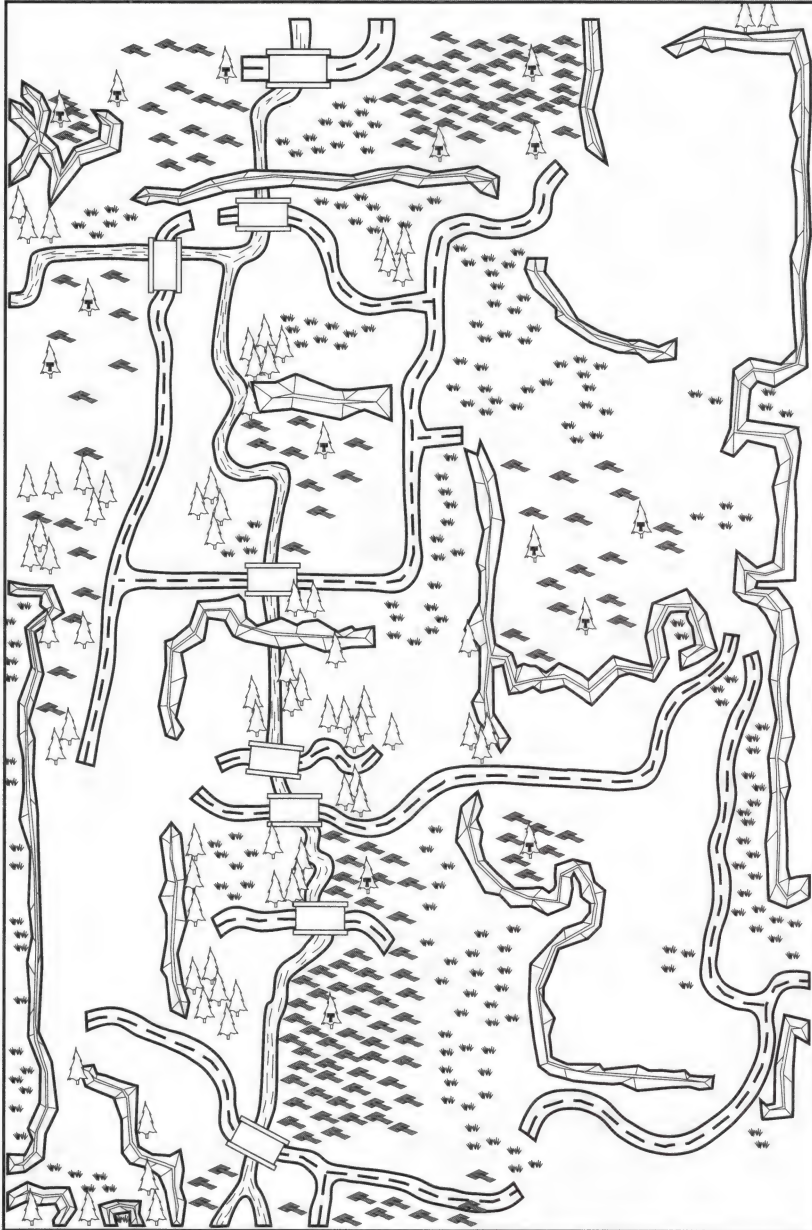
DIFFICULTY RATING: VERY DIFFICULT

MISSION OBJECTIVE: LOCATE AND RESURRECT A DAMAGED NOD BASE IN AN AREA CRAWLING WITH GDI, THEN BUILD AN ARMY AND ANNIHILATE THE ENEMY.

STARTING FORCES: 2 COMMANDOS, 1 ENGINEER.

INTELLIGENCE REPORT

The terrain in this mission may be European, but the numerous cliffs and narrow passages will remind you of Africa. There are several GDI communication centers



scattered around the middle of the battlefield, and another one in the northwestern corner of the map. Capture one of these instead of building your own. In addition to the radar map and the capacity to make Stealth and flame tanks, the captured center lets you build defensive structures close to the GDI base.



Your starting forces are meager, but adequate. You need to capture a GDI transport chopper and two money crates in order to win. You also need to move very fast on defensive structures the moment you find the Nod base.

Expect to wage a brutal war of attrition in the second half of the battle. Building a Temple of Nod will provide you with a single nuclear warhead.

Throughout most of the mission, the GDI will use the ion cannon to blast away at your turrets, airstrip, and refinery. Remember to keep everything in good repair.

You start this mission with 3000 credits. The two crates are worth 2000 credits each.

STRATEGY

You begin this mission near the southeastern corner of the battlefield. There's a road visible going northwest—follow it. I found it's best to lead with the two commandos covering each other—there are plenty of GDI grenadiers around, and an occasional bazookaman lurking in the trees.

Keep going northwest, and before long you'll see sandbags arranged in a horseshoe, and a money crate inside. It's guarded by a grenadier, and the moment you get rid of him, a GDI transport chopper appears and lands beside the money crate. Capture the chopper with your engineer.

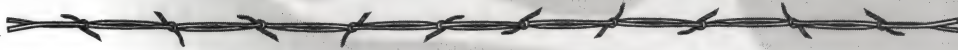
You got the cash, you got the wheels, so move. I suggest you don't load any commandos on the chopper—they need each other's support. Go west from the sandbag horseshoe, and you'll see a river. Cross it, and turn southwest. Ignore the GDI communications centers you may see on the way. Don't forget to move the transport chopper in step with the commandos; I found that if you leave it where it is, enemy grenadiers will blow it up.

The Nod base you're looking for is near the southwestern corner of the battlefield. Ferry both of your guys onto the cliff top in the transport chopper, and explore until you uncover all the buildings. I moved my guys a few steps at a time, and monitored them closely. There are three GDI guard towers lined up in each base entrance, so you have to be careful.

Your base setup contains a Nod attack chopper. Don't send it against anything yet. You have 5,000 credits and very little time—the GDI is already planning a final assault.

Like in many of life's missions, the first consideration is money. There are two tiberium fields nearby, both right by the base exits. Unfortunately, both exits are blocked by GDI guard towers.

I start working on the southern exit first, with a line of sandbags extending east from the construction yard. A turret at the end will get rid of the guard towers when



assisted by the chopper. I also build a Hand of Nod at this stage and turn out a couple of bazookamen—not more, since you need to watch your money. You need 2,000 credits for a refinery, and another thousand plus for sandbags and a second turret.

Still, I would buy a couple of sandbags directly south of your construction yard—a chopper-assisted GDI engineer raid comes through there. Start extending your sandbags through the southwestern base exit the moment you destroy the first guard tower. There are two river crossings just east of the base, and a small tiberium field southeast. I found that whenever I succeeded in blocking the crossings off with sandbags, the approaching GDI vehicles formed a horrific traffic jam.

It's likely some GDI armor will come sniffing before you complete your sandbag line. I lead enemy tanks away from the base with minigunners, and continue building sandbags in the meantime. There's a lot of GDI vehicles coming your way, and unless you block them off, you could lose. Conserve your commandos—they'll prove very useful later. Right now, all you want is a sandbag barrier that will let your harvester get at the small tiberium field next to the base exit.

With the river crossings blocked off, I first deal with any GDI vehicles trapped by the base entrance. Then I build the refinery and guide the harvester to the tiberium by the river. I pick plants far away from blocked GDI armor; they tend to ignore passing vehicles, but if the harvester strays too close, they may open fire.

While gathering tiberium, take a look around. You may have heard firing in the meantime; the GDI are destroying a village in the south-center of the battlefield, and among others they demolish a church, revealing a money crate. Watch for the right moment to load a couple of soldiers into your transport chopper and pick up the crate. There will be GDI armor passing through, and some infantry nearby at all times.

Start moving on the northern gate. Again, it's blocked by three GDI guard towers. I suggest you destroy them with the help of sandbags and a turret, then continue the sandbags beyond the exit and to the east. Your goal is to block off the entrance between the cliffs to the northeast of your base. That way, the only attacks you'll have to deal with will come from the north, and they're weak and well-advertised.

Build up your base: Put the airstrip north of the walls, add a turret to deal with the solitary Mammoths, and maybe build sandbags to the next river crossing. It's not that expensive, since you can use the travelling sandbag tactic.

Having solidified my base defences, I send a small patrol north. It's easy to locate the GDI communications centre near the northwestern corner of the battlefield. Capture it with an engineer. You may want to consider adding fortifications and a tiberium refinery next to it. The tiberium fields on the cliff overhanging the communications center are particularly rich.



Now that you have a communications center, get yourself a Stealth and reconnoiter the battlefield thoroughly. Be careful—I found there are guard towers everywhere. The right spot to penetrate the GDI's defences is in the center of the battlefield, where advanced and simple guard towers are staggered in a wide rectangle.

I found it's impossible to access the GDI base without losing your tank, but you'll get a clear idea of the base layout anyway. You won't see the construction yard—it's in the far corner—but you'll see that the weakest spot in enemy defences is the northern base entrance.

The GDI will keep producing astounding amounts of Abrams and Mammoth tanks, plus rocket launchers. Thanks to your masterful sandbagging, almost all of them should get stuck in a jam opposite your southern base exit. I was able to deal with weak enemy probes in the north and build up my forces at the same time. The GDI does have a couple of Orcas, so set up an Orca ambush as discussed in Chapter 2.

I start my offensive by destroying the pairs of simple guard towers that block two important passes in the northern part of the battlefield. Then I set up a strong ambush and attack the silos next to the western wall of the GDI base. I retreat when GDI counterattacks and wipe the enemy out in my ambush.

At this stage, it's essential you locate the GDI yard. Unfortunately, the entrances to the enemy base are very strongly guarded. You'll have to sacrifice a few vehicles—build several buggies and motorbikes, plus a couple of tanks and artillery pieces. Start the assault with the tanks, letting them draw guard tower fire. Then direct the fire of your artillery on the GDI towers and rush in with your fast vehicles. Keep going east as fast as you can. You'll see the GDI construction yard wedged into the far corner of the base. That's all you need to win this mission.

Assume a defensive stance while you gather credits for the Temple of Nod. Then use the time needed to obtain a nuclear strike to build a couple of engineers and as much of a base assault force as you can afford.

When you have your nuke, move all your forces to the northern part of the battlefield. I load the engineers and the commandos onto the chopper together with a couple of gunners. Then I hit the GDI base with the nuke, destroying as many power stations as possible. I found that the GDI's advanced guard towers are made inoperational by the subsequent power shortage.

The explosion will have cleared space next to the construction yard. Land your chopper there and capture it. If the GDI has any simple guard towers left standing inside their base, you may have to settle for your commando blowing up the yard. However, I'm always able to capture it, using the commandos to destroy other buildings. Given plenty of credits, consider building turrets next to the captured yard and starting a whole new battle right there.



Whatever route you choose, you've won. The loss of a construction yard equals defeat. As long as you don't make horrible mistakes, you've accomplished this mission.

EVICITION NOTICE

DIFFICULTY RATING: VERY DIFFICULT.

MISSION OBJECTIVE: FIND A PLACE TO START A BASE, FIND TWO MONEY CRATES, THEN ELIMINATE GDI FROM THE BATTLEFIELD.

STARTING FORCES: 6 FLAME TANKS, MCY.

INTELLIGENCE REPORT

GDI presence is very strong in the area. Expect a vicious fight.

Your base should be located on the site of a nearby village. The church and one of the nearby buildings contain money crates with the usual 2,000 credits per crate.

Your first priority is to keep your construction yard protected. The GDI's ion cannon in this mission is capable of destroying it. You mustn't let the GDI units spot its location; any important buildings they do spot are subsequently hit with the ion cannon.

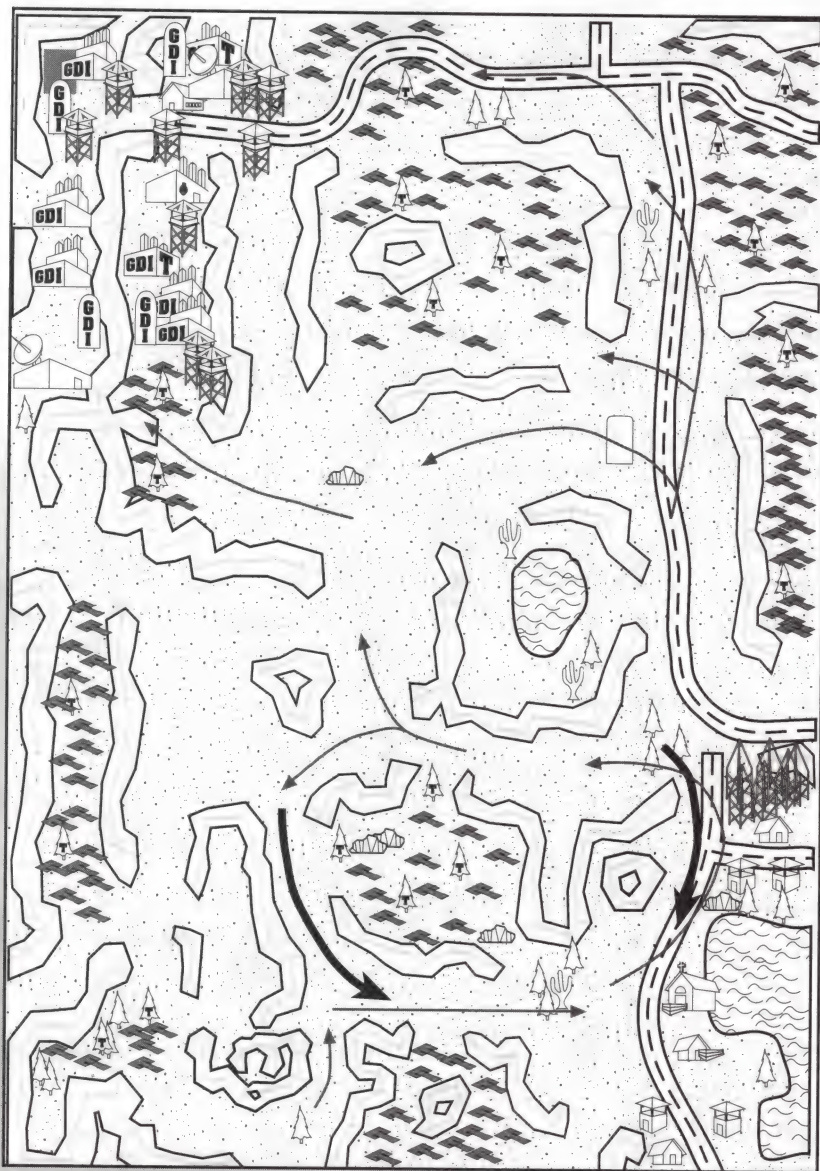
Utilize a defensive strategy, employing sandbags and fencing on a large scale. The favourite GDI formation in this mission is two Abrams tanks accompanied by a rocket launcher. (It's a lethal combination!) Expect very strong and active resistance.

STRATEGY

You start this mission with your flame tanks clustered around your MCY. Proceed north immediately, or you'll have to fight on two fronts. I found the flame tanks barely have time to pass through the narrow gorge before they're confronted by a Mammoth.

While your front four flame tanks engage the Mammoth, slip the remaining two flamers and the MCY past going east. Run through or flame the opposing grenadiers. Beyond them is the village you're looking for.

I found that the construction yard should ideally be located flush against the bank of the small lake in the east. Don't put it on the little rounded peninsula a bit to the south; a GDI chopper will be landing there and discover its location. Start building sandbags before you build anything else. You need to block off two approaches to your base—western and northern. The western barrier is more urgent. Build it first, taking care to block entry from the tiberium plateau to the northwest. I also block off entry onto the plateau south of it, which has tiberium but no blossom tree. This is my harvester's first feeding ground.



As soon as my western defences are in place, I start building a sandbag barrier to the north. I block off the pass between the cliffs and the lake, then continue north through the plateau. It has just one narrow entrance from the north, and it's smart to close it before the GDI start pouring in from that direction.

You'll need to wait and gather some credits after all this sandbagging. Keep an eye for that GDI airborne assault—put a squad of infantry on the little peninsula mentioned earlier.



The small tiberium field your harvester started on will be quickly exhausted. You need to secure further sources of tiberium, and since the GDI is so strong, the cheapest and quickest way is to build barriers. I start with the barrier in the northeast. You may have to sacrifice a couple of units to reconnoiter the area along the eastern edge of the battlefield, but it's worth the price—there are two big tiberium fields stretching along that edge. Both can be easily blocked off with a single long line of sandbags. I also take the pains to secure the area around the northern barrier, clearing it of the GDI, building a turret if necessary, and quickly sandbagging off the western and northern approaches.

As the tiberium credits flow in, build barriers that gradually increase your control of the battlefield. There are many narrow passes that are easily blocked. GDI forces are extremely strong and very active; I found sandbags are the cheapest, quickest way of gaining ground. Of course, you need a Stealth tank to uncover all the valleys and passes.

From time to time, you'll destroy clusters of trapped GDI vehicles. I suggest you build fencing or concrete walls around the battle area—sandbags are destroyed with one shot, and if the GDI breaches your barrier, all the enemy vehicles will instantly make for your base like there's no tomorrow. The goal, of course, is to pinpoint your construction yard. Prevent it at all costs!

After securing the tiberium plateau northwest of the base, I block off a large part of the battlefield with just a few extra sandbags. A barrier leading west from the center of the battlefield is the quickest way to extend the sandbags to the enemy's doorstep. Consult the map for this mission to pinpoint the convergence of four gorges near the southeastern corner of the GDI base. This is the junction that you want—it features a large rock in the middle, making for easier defense.

Before you start fighting it out in earnest, you must make sure they can't replace destroyed vehicles easily. Extend your line of sandbags north until it comes to the flat ground that runs along the battlefield's northern edge. You'll see the GDI's harvesters going back and forth, so block access to the tiberium fields in the northeast. Then I suggest you continue building west until you come right up to the eastern entrance to the GDI base. Just a few sandbags more and the GDI's only remaining exit will be the one that leads through the four-valley junction mentioned earlier.

The junction is where the decisive battle of the mission will take place. Build up your tiberium credits—you'll need lots of money.

I block off access to the four-valley crossing with a line of sandbags. Then I build an Obelisk just out of reach of the GDI's guns; behind the rock is a good place. I add at least four turrets in the same manner, and line up some artillery behind the



lines. Then I demolish a sandbag in the barrier and watch the GDI pour in. I target the GDI rocket launchers first—they cause terrible damage to structures, and are quickly destroyed—and make sure I re-target the Obelisk and turrets after a vehicle is destroyed—they shoot at the surviving crew instead of firing at another vehicle.

You'll face masses of silly, suicidal infantry after destroying most of the GDI's vehicles. As soon as the GDI tide wanes, extend your sandbags north, west, and north again to link up with the barrier you've been building along the northern edge of the battlefield.

The base assault in this mission is likely to take a long time, unless you cut the GDI off from their one remaining source of tiberium immediately south of their base. I found it's protected by an advanced guard tower that the GDI rebuilds as quickly as you destroy it. You can't build sandbags across tiberium, but if you extend your barrier into the field in question and build a couple of turrets, the ensuing GDI bombardment will burn most of the tiberium away. Block the southern exit, then set about the slow and methodical destruction of the remaining GDI forces. I recommend that you push into the GDI base from the south—you'll have the opportunity to destroy the power plants which keep the GDI's advanced guard towers working. The GDI construction yard is located in the northwestern corner of their base, well out of reach of any quick raids.

HOSTILE TAKEOVER

DIFFICULTY RATING: MODERATELY DIFFICULT

MISSION OBJECTIVE: WIPE OUT THE GDI.

STARTING FORCES: 1 FLAME TANK, 4 BAZOOKAMEN.

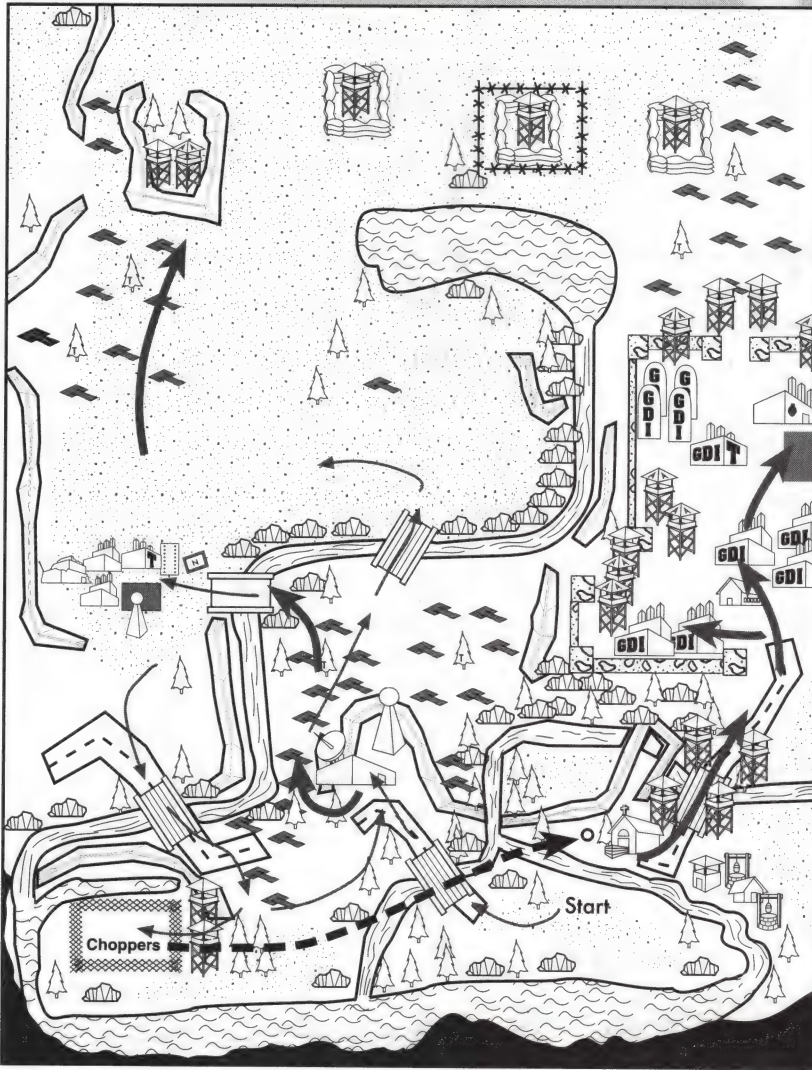
INTELLIGENCE REPORT

This operation takes place in Africa; however, the terrain is less restrictive than usual, allowing some room for strategic maneuvers.

The previous battle played out on this battlefield ended with Nod defeat. All that remains is a Hand of Nod with a communications center in one spot, and the remains of a base proper (with a construction yard) in another. Utilize those buildings to your best advantage.

The battlefield has plenty of tiberium and GDI towers. You'll have to eliminate at least two before your harvester can do its job. The northern part of the battlefield is weakly defended, and contains many tiberium fields.

In this mission, you have the opportunity to capture three GDI transport chop-



pers and organize an airborne assault on the GDI base. Important note: Kill the crews of destroyed GDI vehicles at the start of this mission. Otherwise, they go after the remains of the Nod base.

You do not receive any credits at the start of this mission.

STRATEGY

The action begins with your merry little band clustered on the southern bank of a river. There's a church visible across the water. It contains a money crate worth 2,000 cred-



its, and you don't have any, so I suggest you take a good look before you move out, noting landing sites.

Move out going west, following the bend of the river. I lead with the flame tank; its superior sighting range uncovers an Abrams sitting on a bridge before it can do any damage. I move the flame tank out of the way and attack the Abrams with the bazookamen.

Cross the bridge and continue north by west. A Hand of Nod and a communications center will pop into view. I sell the center instantly—this raises some cash and yields some minigunners. Use the credits for a bazookaman and a flamethrower. Sell the Hand to get more minigunners and 150 credits.

There's a pass in the cliffs to the west of you, guarded by enemy armor. Reconnoiter very carefully with the flame tank, then withdraw it—but not too far. I start the attack with a couple of minigunners—not targetted on the tanks, but just to draw fire. I group the bazookamen to the east of the enemy armor, next to the cliff edge. I let them target the nearest Abrams first, then go after the Mammoth.

Make sure you destroy all three tanks promptly—sacrifice a few gunners and your flame tank if necessary—and also make sure you kill the crews. I found that if you don't, an Abrams may detach itself from combat and go after your heavily damaged base, and so will any surviving vehicle crews.

The Nod base or what remains of it is near the northwestern corner of the battlefield. A river runs along its eastern and southern sides; each side has a bridge. The southern bridge is the closest, but it's guarded by a Mammoth. Go and cross the river further north, from the east. You'll see the base almost instantly. Repair whatever you can. Then, as the credits come in, sandbag off the bridge to the south before the dormant Mammoth wakes.

At this point, you can opt for either of two completely different strategies.

The risky strategy consists of staking everything on a big airborne assault on the GDI base. There are three GDI transport choppers in a fence enclosure in the southwestern part of the battlefield, guarded by two simple guard towers—use artillery. The small GDI patrol standing nearby won't do anything until you start shooting at it.

Use a chopper to ferry a couple of soldiers to the church you saw at the very start. Destroy it, get the money crate, and use the credits to prepare the decisive assault on the GDI base (unlocated as yet). Since this mission doesn't let you build Stealth tanks, you may feel a little in the dark. The map in this book should be helpful.

I suggest you build at least four engineers, four bazookamen, and many flamethrowers. You have fifteen seats on those three choppers, and they should be filled, with minigunners if there's nothing else.



Land the choppers near the church. Use a minigunner to uncover the two simple guard towers to the north. In my experience, both can be destroyed without losses if you place your bazookas just right.

There's a bridge behind the two towers, and another pair of towers beyond it. Do the bazooka thing again, but be warned: The northeastern guard tower is hard to get. I had to rush it with two flamethrowers just before the bazookas opened fire.

These two towers are all that stands between you and the southern entrance to the GDI base. I found this entrance unguarded, and several power plants clustered next to it. Coordinate chopper and infantry movement so that your troops arrive by air the moment a suitable landing spot becomes visible. Note that your airborne assault has to approach from the south to avoid SAMs. I recommend you use flamethrowers on troops in front of the nearby barracks—or try to capture the barracks with an engineer.

The capture/destruction of the power plants makes the GDI's advanced guard towers useless. The construction yard is just north of the power plants. Getting it practically wins you the mission.

The other strategy consists of building up an army and winning through brutal force rather than finesse. As in the other strategy, you start by sandbagging off the sleeping Mammoth to the south. Then you need to destroy the two advanced guard towers to the north of your base; they stand guard over a convenient tiberium field. I use artillery to pound them down while staying out of range.

I clear the whole northern part of the battlefield of GDI towers in this manner. The GDI may react with a couple of feeble counterattacks, but nothing serious.

Capture the choppers and get the money crate from the church—you can sell the helicopters if you have no further use for them. Build a sizeable base assault force that features plenty of artillery, and attack the northern entrance to the GDI base. Be prepared for a bloody fight. You may want to try an airborne engineer raid once the advanced guard towers are tied up fighting your vehicles.



THE TIBERIUM STRAIN

DIFFICULTY RATING: MODERATELY DIFFICULT

MISSION OBJECTIVE: LOCATE AND DESTROY GDI'S BIOCHEMICAL LABS. ALSO, ELIMINATE ALL CIVILIANS AND GDI MILITARY UNITS. DO NOT DESTROY ANY OTHER BUILDINGS!

STARTING FORCES: 3 FLAME TANKS, 8 CHEMICAL WARRIORS.

INTELLIGENCE REPORT

This is your chance to test the chemical warfare trooper, the most deadly of all Nod infantrymen. The green tiberium gas affects infantry and vehicles alike. Use your chemical warfare troops the way you use flamethrowers; remember that they have another advantage over conventional troops—they're unaffected by tiberium.

The terrain is European, but the numerous cliffs make this battlefield an African labyrinth of valleys, gorges, and blind valleys. You'll also have to cross many bridges guarded by GDI units, and massacre numerous civilians. All in all, this isn't a mission for the fainthearted.

STRATEGY

You begin this mission in the northwestern corner of the battlefield. The GDI technology centers are all located inside the GDI base, which is directly to the east. However, if you approach it from the west, you'll come face to face with GDI guard towers, and your mission will fail.

Arrange your forces in an offensive formation—tanks up front in a line, infantry close behind. I suggest you group your chemical troops into two squads of four each.

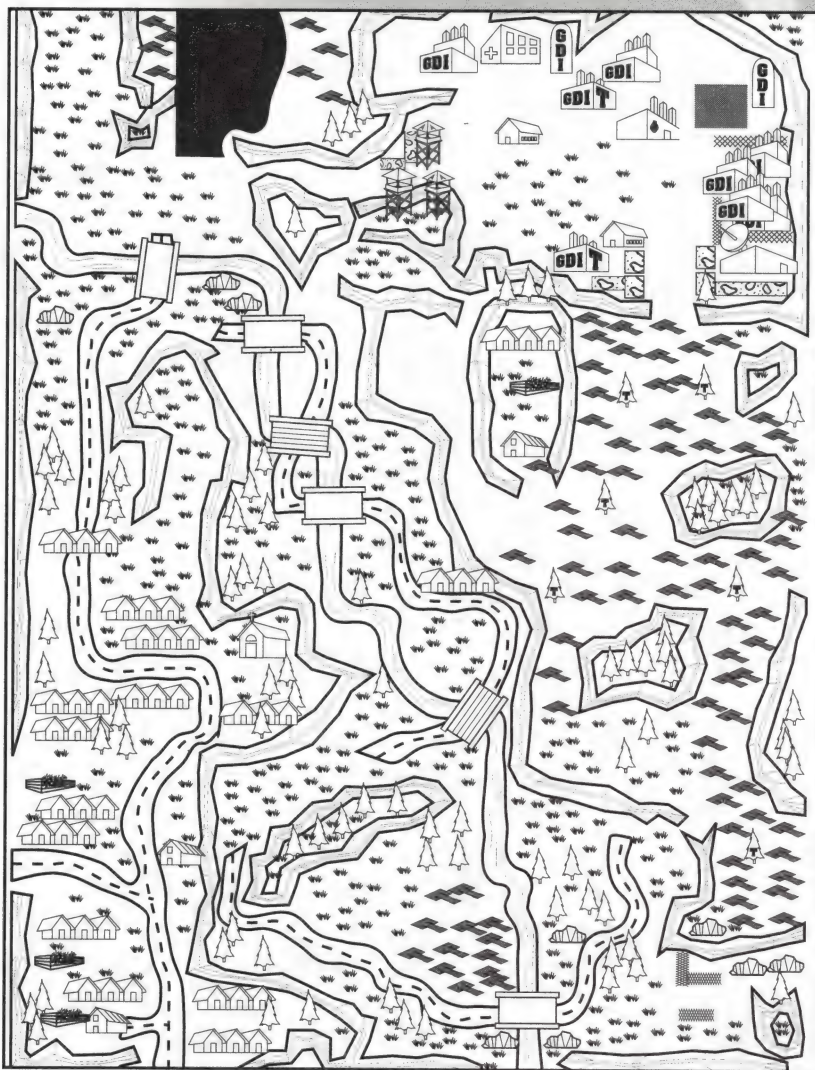
GDI troops are visible directly south of your task force. I found that this situation is repeated throughout this mission—the motionless GDI infantry only moves into action when your tanks close in. Don't target your tanks on enemy infantry—advance them in a line, square by square. The GDI infantry start marching towards your flamers, and get fried as the stationary tanks belch fire.

This tactic—tanks in a line abreast, and square-by-square advance—is the best to deal with the GDI minigunners. You *should* target the grenadiers and bazookamen—they have longer throwing/firing ranges, and pose a real threat to your armor.

Continue moving south to the river, cross it, and keep going south—if you turn east, you'll run into a bunch of grenadiers, and then into GDI's guard towers. There's a hummer south of the river—I try to attack with two flame tanks, even though they have to cross the bridge under fire one at a time.

Reassemble your forces south of the bridge and go west, entering a narrow gorge. You'll face a determined attack by GDI's grenadiers supported by a bazooka—make





sure you have two flame tanks leading in a line abreast (the gorge is too narrow for three). Continue south to a spread-out village. I use chemical troopers to deal with the civilians, and the flame tanks against the scattered GDI minigunners.

Beware of the hummer that emerges from the south—I found it will try to lead you into an ambush by an Abrams tank. Send a single chemical guy south along the cliff line to the east, and the Abrams will open fire at him. While your guy hugs the ground, your flamers should have an easy job frying the Abrams. There are some minigunners around, too—I suggest you detach a second chemical guy to deal with them while the flamers are roasting the GDI tank.



Your victory over the Abrams will be rewarded with a flame tank. Unfortunately, it cannot join the rest of your forces without fighting a five-man GDI patrol that has been dropped off by a helicopter. There are three grenadiers and two bazookamen in this group, and they move off going north. If you tell your new flamer to wait just north of the river, you'll be able to tackle the grenadiers and the bazookamen separately, which is good.

Meanwhile, your main battle group has retraced its steps, meeting up the fourth flame tank just south of the river. This time, take the entire group to the east. This involves another river crossing, after which a line of cliffs force you to turn south. Approach with your flame tanks leading, for there is yet another river, and minigunners guarding the bridge. There's a hummer beyond that bridge, too. Here, I repeat the one-two flame tank attack utilized previously.

Follow the route indicated on the map until you come to an Abrams astride another bridge. I found that this Abrams can be destroyed by a chem warrior. If your guy doesn't actually step onto the bridge, the Abrams won't try to run him over. Sit back and watch your chemical guy destroy the Abrams single-handed while he loses only a short snip of green from his health bar. If the Abrams does charge, it will leave the bridge, and thus expose itself to an attack by your flamers.

South of the bridge the road turns west, then south again into a narrow valley. There's a bunch of minigunners and a bazooka headed your way—another GDI patrol dropped off by helicopter. I deal with them by using two flamers in a line abreast and continue southwest. The road leads to another river crossing. This one has a hummer a few vehicle lengths behind the other bank, and maybe a minigunner or two—the last GDI troops between you and the GDI base in the northeastern corner of the map.

Move your force northwards. You'll come to a circular cliff that forces a detour. Don't be afraid to send your units either way around that cliff. Although the GDI base is near, you still have enough space to reassemble your guys in an offensive formation. The first line of troops guarding the southern entrance to the GDI base is composed of minigunners who will willingly walk into the flames the moment they see the tanks. Just remember to move the tanks square by square—they won't fire on automatic if their movement isn't complete.

More GDI troops will come racing towards your task force. There will be grenadiers and a hummer—remember to target those units with your flame tanks instead of waiting for them to walk into your fire. Throughout all this, keep your chemical infantry out of the action—then they can quickly dispose of an extra hummer that attacks from the east after you begin the base assault.



The first two biochemical plants are visible from the base entrance, and the third is in the northeastern corner of the base. Approach it keeping to the base's northern boundary, or you could run into the GDI's advanced guard towers keeping watch over the western approach to the base.

That's it. Just don't get carried away and torch any buildings while fighting, or you'll lose the mission.

CLOAK AND DAGGER

DIFFICULTY RATING: DIFFICULT

MISSION OBJECTIVE: LOCATE AN MCY CAPTURED BY THE GDI, AND USE IT TO START YOUR OWN BASE. PROCEED TO DESTROY ALL GDI FORCES IN THE AREA.

STARTING FORCES: 1 STEALTH TANK.

INTELLIGENCE REPORT

This mission takes place on European terrain, but the abundant cliffs and gorges make it resemble Africa. You start this mission in the southeast; the GDI base is in the northwest, and it takes quite a journey to get there. Fortunately, since the GDI does not harvest tiberium in this mission, time is not a crucial factor.

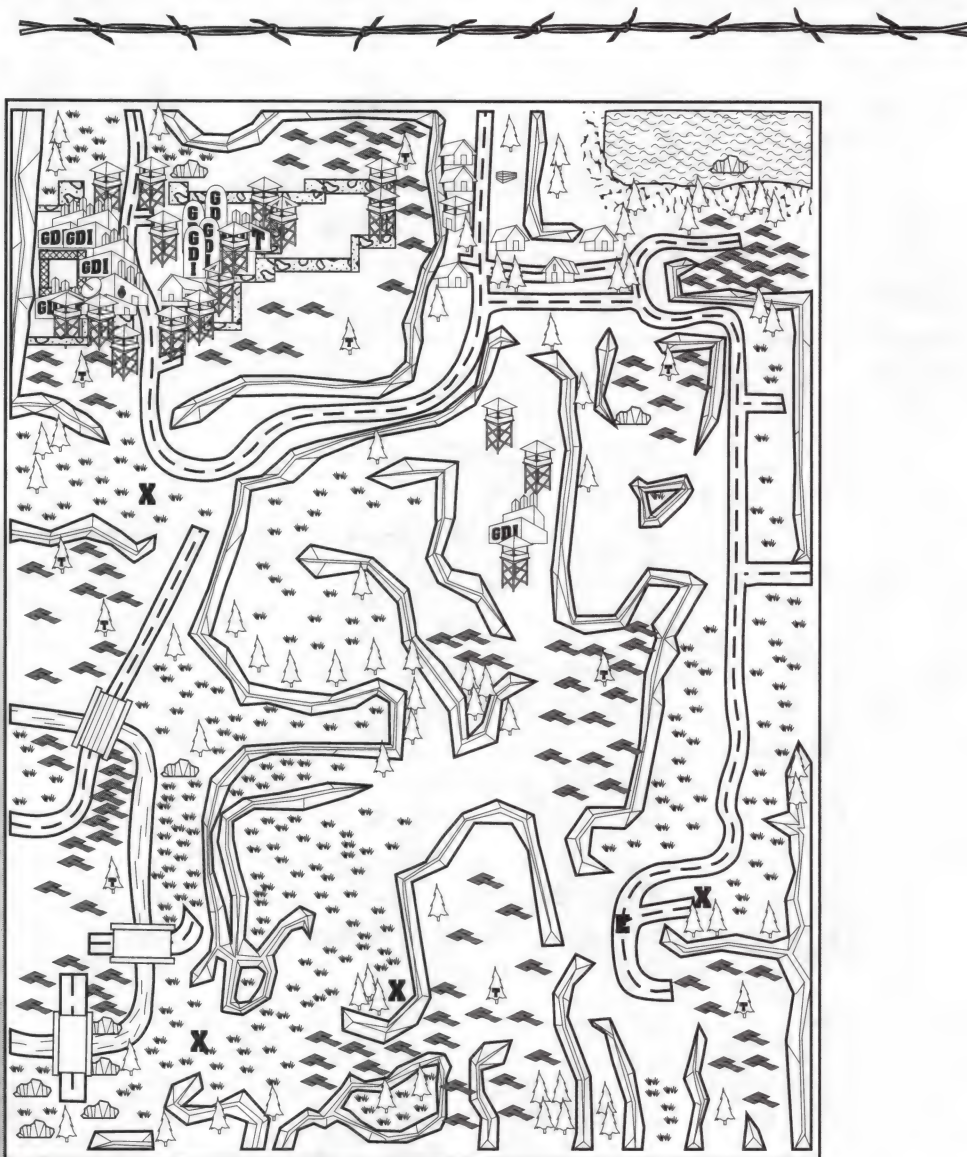
The MCY is in the northwestern part of the enemy base inside a fence enclosure. The GDI feels very much in control, and this has led to a slackening of security. Make sure you keep your Stealth out of range of the numerous GDI guard towers. Explore the base carefully before undertaking any offensive action. Given the very special circumstances of this mission, your Stealth is very precious. Protect it from damage!

STRATEGY

You start this mission in the southeastern corner of the battlefield. Proceed northwest, past a GDI hummer, then turn north by northeast as the land permits. You'll come across a GDI technology center and power plant complex you'll have to destroy later.

North of the technology center is a village, but I can tell you there are no money crates in any of the buildings. Turn west. There's a road leading from the village—follow it, and you'll come to the GDI base. Its proximity is advertised by a pair of Mammoths standing guard over the road—the gap between them is wide enough for your Stealth to slip through undetected.

The GDI base occupies the center of a plateau whose edge juts into the battlefield map from the northwest. It has three entrances, but I found only the north one



is safe. Steer your Stealth around the base walls, keeping a safe distance between yourself and the guard towers.

After entering the base, locate the MCY to the southwest, then reconnoiter around, making sure your Stealth doesn't move too close to an advanced guard tower in the center of the base. Then position your Stealth just north of the MCY and against the map's western edge—so it's out of range of the GDI guard towers when it decloaks. I destroy the northern fencing and move the MCY one square out to avoid damage before destroying the rest of the fence.



Move your Stealth, then your MCY, as far north and west as you can without losing the construction option. Then build your yard. It should adjoin the power plant to the north and the western edge of the map.

What I do next is a lot of sandbagging. First, I extend a line to block the northern exit and the Abrams tank that sits next to the GDI construction yard. I run the barrier down the western side of the GDI yard, then east to block the eastern entrance. I continue south, finally running the barrier through the southern entrance. The narrow pass onto the plateau is just beyond, and blocking it puts the whole plateau out of the GDI's reach.

What follows is a moment of glory for your Stealth. Keeping out of range of GDI guard tower fire, use the Stealth to destroy the power plants surrounding your construction yard. I start with the pair just north of it. Then I destroy the pair to the east, which renders the GDI's advanced guard towers powerless.

Build a simple power plant just north, and a Hand of Nod just south of your construction yard—they should fit in neatly. You'll be rather short of money by now; sell whatever sandbags are no longer necessary. Make sure you have the credits to produce some infantry, and an engineer. You'll use the infantry to destroy the Abrams by the GDI construction yard. Since you have the Stealth, you just need a couple of gunners to draw fire.

Having destroyed the Abrams, I demolish the one remaining GDI power station. Then I use the Stealth to take out the two simple towers at the northern entrance. It's possible that an APC carrying engineers has appeared there in the meantime. Since the entrance is blocked, I destroy the enemy raid at my leisure.

Sometime about then the GDI will hit your construction yard with the ion cannon. It'll have some red left in the health bar; don't repair it. Instead, build an engineer and capture the GDI yard, then sell the damaged one. You get the same 2,500 credits.

Note that the only money-making structure still left at this stage is the GDI weapons factory. However, you will need vehicles to accomplish the last part of this mission in a relaxed manner. If you capture and sell the weapons factory, you'll have to build a new one.

The last units that still pose a direct threat are the hummer and Abrams by the eastern entrance. They're protected by a couple of simple guard towers that still work. I take the guard towers out first, then attack the two GDI vehicles. Following that, I use the 2,000 remaining credits to build a refinery. At this stage you can sell off most sandbags, and the base is surrounded by tiberium. You'll be making money hand over fist.

While that goes on, I demolish the remaining GDI guard towers, build several Abrams tanks, and destroy the few GDI units that have assembled at the southern



entrance. Then I mount an assault on the GDI technology center complex, taking out its single power plant first. After that, everything is easy.

The GDI may mount two engineer raids in the final stages of this mission. The APC may reappear at the northern entrance to your base, so remember to keep it blocked. Also, a group of five engineers on foot may appear exactly where your Stealth did at the start of this mission, and embark on a long cross-country trek to your base. You should have no trouble dealing with this, as well as the few GDI units possibly still scattered around the countryside.

UNDER SIEGE

DIFFICULTY RATING: MODERATELY DIFFICULT

MISSION OBJECTIVE: YOU'RE SURROUNDED BY SUPERIOR GDI FORCES. BREAK THE SIEGE, THEN DESTROY THE GDI BASE.

STARTING FORCES: 1 STEALTH TANK, 1 FLAME TANK, 1 ARTILLERY, 2 LIGHT TANKS, 1 APC, 1 RECON BIKE, 3 BAZOOKAMEN, 3 MINIGUNNERS.

INTELLIGENCE REPORT

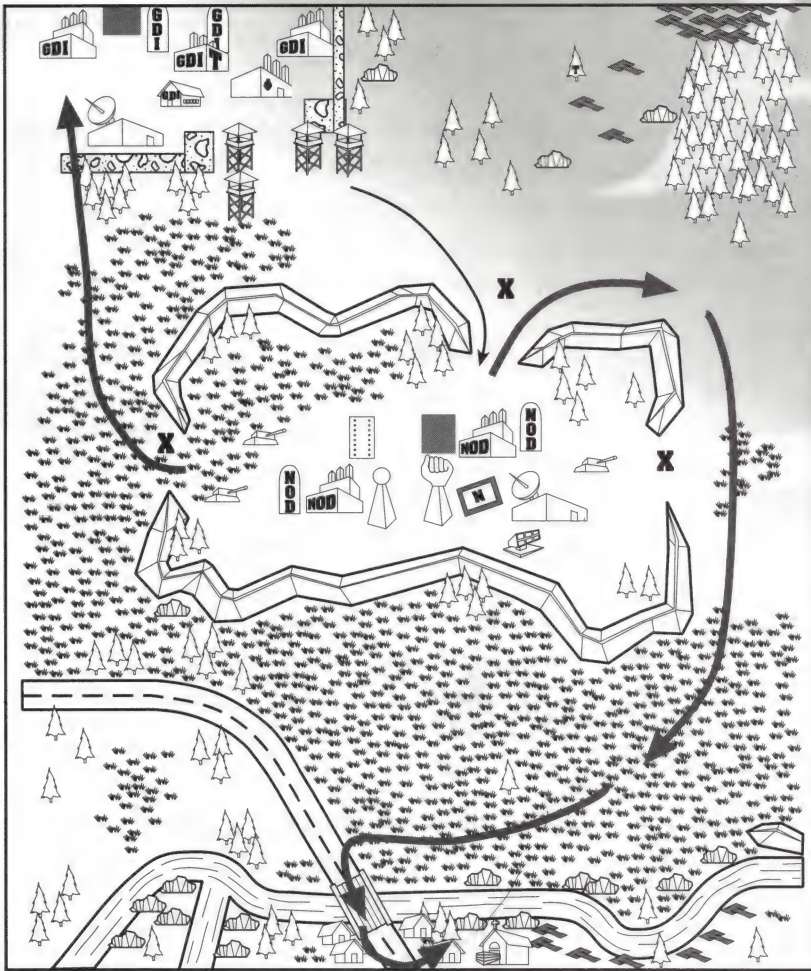
You're given a base complete with four turrets, four SAM sites, and a small but well equipped garrison. It's located in a depression with three exits/entrances—east, north, and west. The GDI forces blocking each exit are larger than your entire garrison, and there's also a GDI base with its busy harvester. This mission is a test of your expertise in base administration as well as field command. Determining which base structures are necessary and which aren't is essential to your survival. Make good use of your Stealth to get the big picture, as well as a money crate—you've got no starting credits, but are expected to break GDI's siege and destroy the enemy base.

STRATEGY

You start this mission in a seemingly hopeless situation: In addition to all the considerations outlined in the Intelligence Briefing, you also have a power shortage. This means your turrets are inoperative!

I begin by immediately selling off four unnecessary silos and the two southern SAM sites—GDI aircraft always target northernmost units anyway. In addition to netting 900 credits and two squads of minigunners, this move immediately ends the power shortage.

I start repairing damaged vehicles while the Stealth ventures forth. The only exit through which the Stealth can get out is the northern one. Remember, your tank will stay invisible only as long as it's not adjacent to an enemy unit. I use my Stealth to



uncover the area around my base first, then send it south. There's a village beyond a river, in which there's a church, in which there's a crate.

I found the 2,000 crate credits very convenient. Although it's tempting to use the money to build a tiberium refinery—don't! Instead, shore up your defences by building adequate (i.e. at least chain-link fence) barriers across entrances. Leave a gap in the northern barrier, planning your fields of fire in advance so that you'll have the GDI troops where you want them.

At this point, you have a choice. If you're a pretty good field commander with a quick mouse hand, you may opt for spending most of the remaining credits on weaponry. If so, make sure you get a flame tank, as there'll be lots of GDI infantry to deal with. If you want to pursue an absolutely safe course, build an Obelisk in a



strategic spot. Then provoke the GDI into action, preferably without putting any units of yours at risk. I achieved that by ordering the Stealth to harass the GDI harvester.

If you don't engage in any attacks outside the area of your base, you may be lucky enough to whittle down the surrounding GDI forces without having to repel a major assault. However, should your Stealth raise hell, the GDI will respond by attacking from the north with part of their forces a couple of times, then with an all-out attack on three fronts at once, supported by hordes of infantry from inside the GDI base.

Fortunately, the attacking enemy is obsessed with the remaining SAM sites. Use the GDI's lemming-like behavior to your best advantage, and don't neglect to sell the SAM sites at the last moment. Remember to keep repairing damaged turrets!

Defending your base is much easier if you build an Obelisk. Having dealt with the GDI attack, mount an assault on the enemy base. Blow a hole in the wall from the south on the western edge of the battlefield, out of range of the guard towers, and begin by destroying the power plants.

This mission gives you a single nuclear strike. You may use it to hit one of the GDI task groups, but I prefer to keep it as a last resort against the GDI base. If a run of bad luck leaves you with nothing but a handful of gunners, hitting the GDI base with a nuke will solve a lot of problems. Make sure you hit the power plants to the northwest, not the guard towers!

DEATH SQUAD

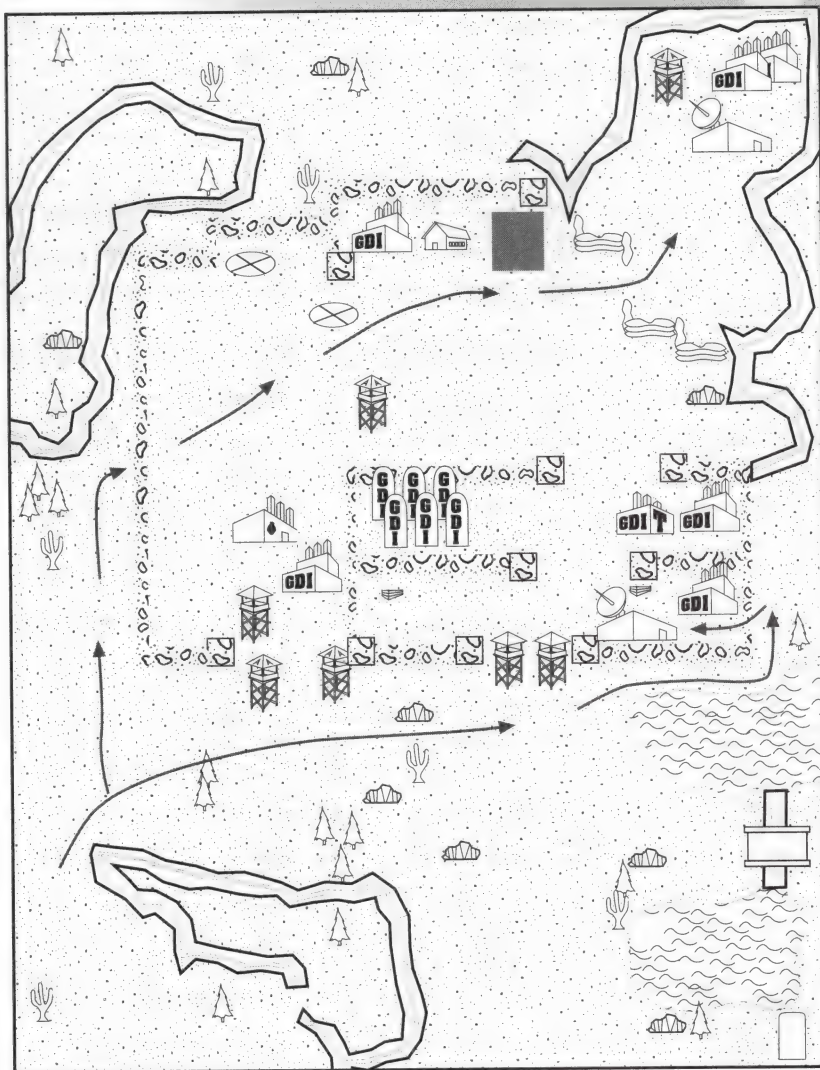
DIFFICULTY RATING: DIFFICULT

MISSION OBJECTIVE: DESTROY TWO ADVANCED COMMUNICATIONS CENTERS LOCATED INSIDE A BASE FULL OF GDI TROOPS.

STARTING FORCES: 2 STEALTH TANKS, 1 FLAME TANK, 1 LIGHT TANK, 1 DUNE BUGGY, 1 COMMANDO, 3 BAZOOKAMEN.

INTELLIGENCE REPORT

This mission would have been unbelievably simple if it weren't for a twist: the second advanced communications center can be found only by entering the GDI base. You'll have to do some shooting to gain access. That's where the risk lies, although good reconnaissance is easy, given the two Stealths. This, combined with good timing and an ability to coordinate the actions of two independent strike forces, will hand you victory on a plate.



STRATEGY

This mission starts in the southwestern corner of the battlefield. Your forces are hidden behind a large, curved cliff that seems to offer an ideal defensive position. I believe that the key to winning this mission lies in thinking aggressively, so I don't lose any time in ordering the Stealths out. I send one directly north, and one to the northwest.

The GDI base takes up a huge part of the battlefield, and you'll locate it quickly. While your Stealths continue exploring, set the rest of your task force in motion. You want them to attack the GDI base from the east; however, reaching the eastern side



of the base involves trickling your units one by one along a lake shore, past a GDI simple guard tower. I suggest your commando and dune buggy stand guard while the rest of your force moves through this critical spot; the GDI commando-in-residence likes to choose this time for a stroll outside the base. He may be after *your* commando, so make sure your guy shoots first.

While your “visible” forces creep towards the east, arrange both Stealths side by side opposite the western base wall. Choose a spot that allows the Stealths some room for maneuvering, but still comfortably distant from the Abrams tank near the base’s southwest corner.

Arrange your eastern force so that the bazookamen and the light tank can fire at the wall east of the communications center without injuring any of your troops. Your commando also needs to shoot the three minigunners standing around a money crate. I found this crate is pure decoration and has no bearing on the success of your mission. Your commando will pick it up anyway when you order him to blow up the advanced communications center.

Before you move into action on the eastern front, however, you must first cause a small diversion to draw the GDI forces to the other side of the base. At the same time, you will be creating base access for the Stealths, which are vital to accomplishing this mission.

I order both Stealths to open fire on the same section of the wall. After a single salvo, I order them to move back—they should have enough space to move at the same time. This is because the Orca chopper the Stealths spot earlier rises to attack as soon as rockets start crashing into the concrete. Your movement order renders the Stealths invisible before the Orca can do anything.

You’ll have to repeat this once or twice before a section comes down. Immediately order your Stealths away from danger and monitor GDI movement inside the base. Then order your eastern force to fire at the wall directly east of the communications center.

Get the commando to blow up the communications center after picking off the three nearby gunners. In my experience, this is easy. Following that, I arrange the eastern force in a defensive formation and have it fight to the death. As I see it, the only function of the eastern force is to tie down and distract the GDI troops as the two Stealths destroy the second advanced communications center. I suggest you put the flame tank in the front with the Bradley just behind, right at the point of entry, and retreat with the rest of your force further east. While it’s safe for them to do so, your commando and dune buggy can pick off the GDI infantry that survives the flame tank. Keep a sharp eye out for rocket launchers, and make them a priority for your armor.



In the meantime, your Stealths should slip through the gap they created previously and proceed unchallenged into the GDI base. Keep them going northwest, and soon you'll see sandbags. Beyond them is the second communications center, all ripe for rocketing.

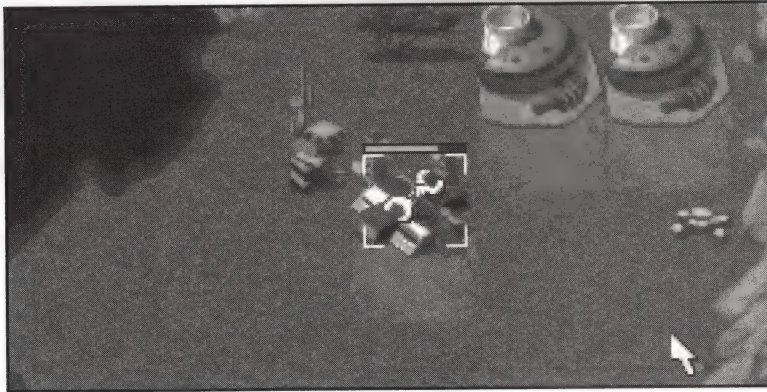


Fig. 2.5. Placing your Stealths out of the range of the advanced guard tower is vital to accomplishing Death Squad.

Take care to position the Stealths out of range of the advanced guard tower at the northwestern corner of the communications center. Then order them to open fire. I found that they destroy the center pretty quickly. If any GDI units intervene, you must judge the threat and act accordingly; I blow up a fast hummer by aiming both Stealths at it *once it starts firing*, but ignore the minigunner. It costs too much time—all that matters is that your Stealths destroy the communications center.

All in all, this mission is one of the easier operations.











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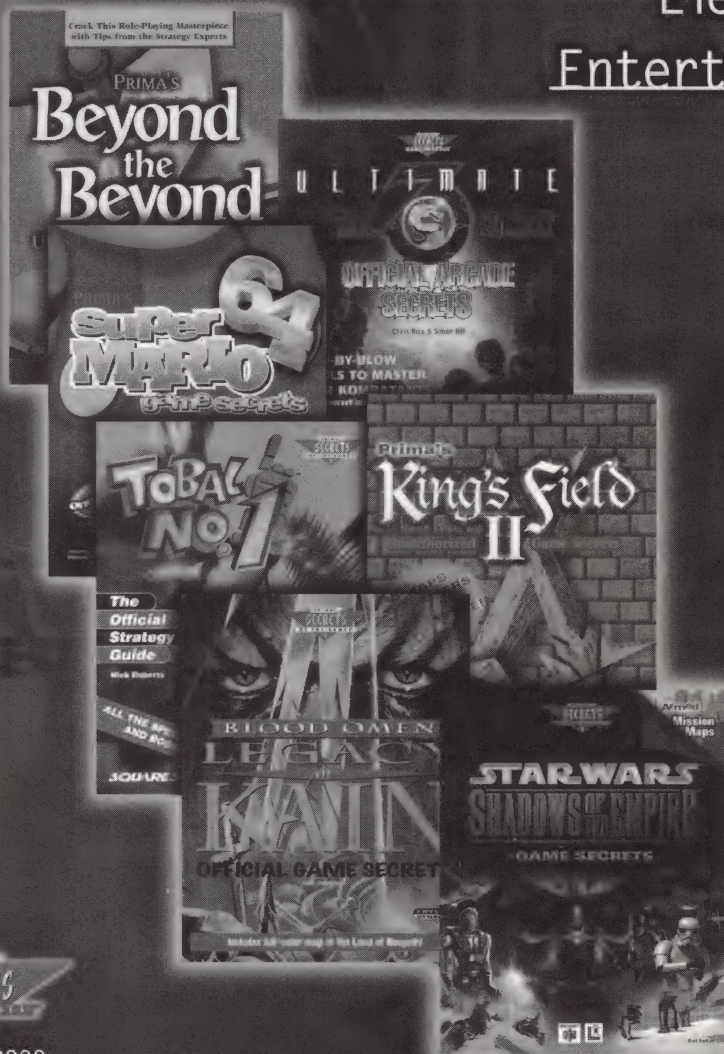
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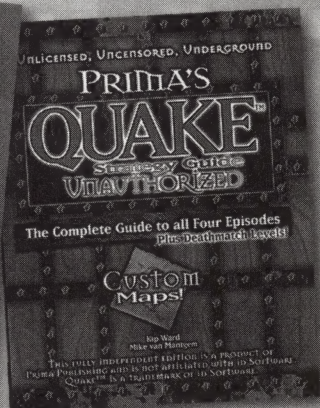
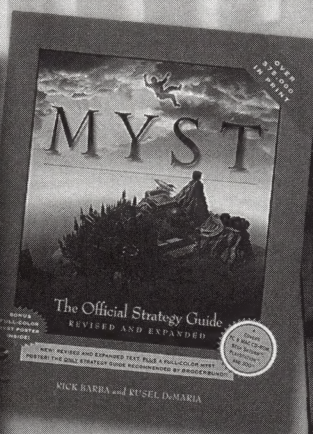
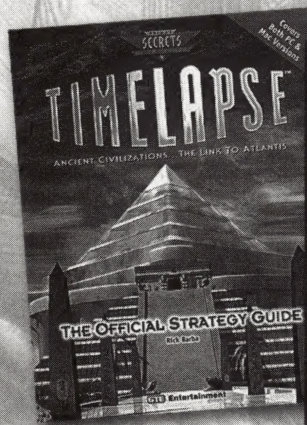
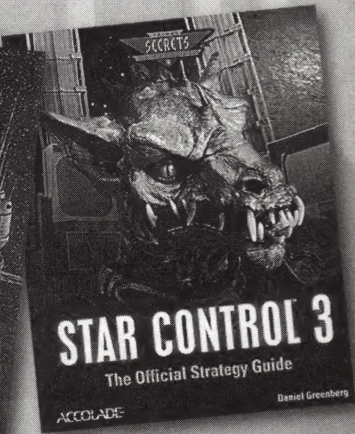
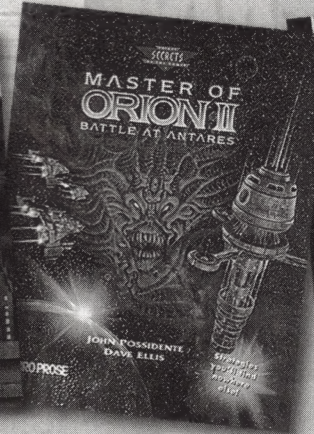
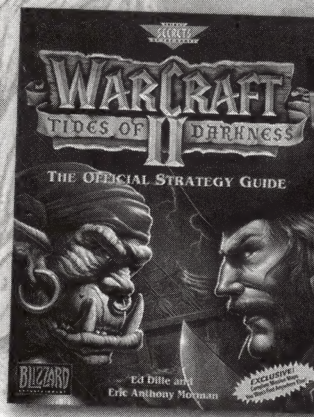


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